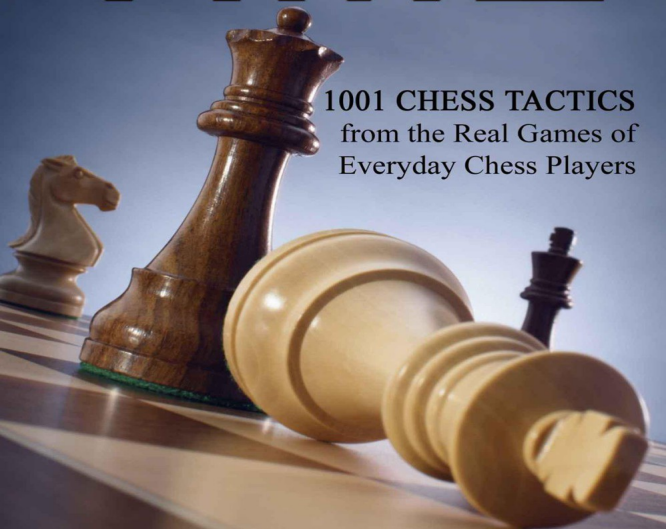


Tim Brennan & Anthea Carson

TACTICS TIME

1001 CHESS TACTICS
from the Real Games of
Everyday Chess Players



Tactics Time

1001 CHESS TACTICS
from the Games of Everyday Chess
Players

By Tim Brennan and Anthea Carson
<http://tacticstime.com>

Version 1.00
October, 2012

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Dedication

This book is dedicated to **YOU**,
the chess player seeking improvement in
your game,
wanting to win more games, and take your
rating to the next level!



Tim Brennan is the creator of Tactics Time, which started off as a column in the quarterly Colorado Chess Informant Magazine. Tactics Time has grown into a blog, free e-mail newsletter, and now a Kindle eBook! The focus has always been on real tactics from real player games, which Tim believes are the most instructive and useful types of tactics to

study.



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Anthea Carson is an active USCF tournament chess player, author, blogger, chess teacher, and mom. She is co-author of the children's chess book “[How to Play Chess like an Animal](#)”, and various thrillers, such as “[The Dark Lake](#)”.



<http://twitter.com/chessanimal>



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Preface

When Tim Brennan asked me to help him pick the best puzzles from his collection of thousands and thousands of tactics problems from real games I didn't realize how much I was going to gain from the experience. Tim was the editor of the Colorado Informant for several years, and

has written the column called “Tactics Time” for even longer. I noticed how his rating soared after his time editing those tactics articles, and now I can see why. It's not just doing puzzles. This is better, because the games are real. This makes a huge difference.

Everyone knows that the way to improve at chess is to do tactics puzzles, or if they don't know, they should. Tactics are the essence of chess. I have memorized openings, spending hours learning variation after variation only to miss a simple two move tactic late in the game. How frustrating is that?

I've also looked at my share of tactics books. Most tactics books have skewers

and forks and discovery attacks and after a while you become familiar with the patterns. These are helpful books.

What I like about the tactics puzzles in Tactics Time is that the tactics you encounter are messy, don't look comfortable, aren't always visually pleasing. The typical tactics book has puzzles with nice, neat tidy solutions but these are almost never what tactics look like in real games.

When you are used to looking at the puzzles in most books, you are expecting tactics to look a certain way. This can cause you to miss the ones that appear in real play. The tactics that show up in a game evolve out of the position. If you

want to see the actual game that the tactic came from, which can be interesting too, those are also available in the database sold at <http://www.tacticstime.com>.

These puzzles come from games by average tournament or club players. In an average game, players make mistakes all the time. The mistakes can range from outright blunders to subtle positional errors that can be exploited if you know what you're looking for. A tactic is often there in a position where nothing looks wrong at all.

While I was looking through the puzzle collection to pick the best one I saw positions that looked like the ones I see when I play tournaments. Since I'm an

average player, I am not typically playing a GM or even a master. It is less likely to encounter positions that leave open tactical opportunities in games with player of that strength, but the games of average players are like tactical goldmines. These puzzles will train you to look for tactics in games where you might otherwise have played your moves on autopilot.

I found myself seeing tactics I would not otherwise have seen after working on Tactics Time. I was amazed how many mistakes players at the 1500 to 1800 level make, and even many rated 1800 and above. Studying these puzzles is something I highly recommend. I would advise looking at them for 10 minutes a day for 30 days. Do that and see what the

results are in your game.

Anthea Carson

October 2012



[Dedication](#)

[About the Authors](#)

[Tim Brennan](#)

[Anthea Carson](#)

Preface

Introduction

Real Games from Real Players (Like You!)

The Problems with Most Tactics Books

How Tactics Time 1001 Real Problems from Real Games is Different

Brilliant on the Basics

Why No Tactics from Grandmaster Games?

The “I Already Know That” Problem With Chess Tactics Knowing is Only Half the Battle

Final Comments

Thank You!

1001 Chess Tactics from the Real Games

[of Everyday Players](#)

[PROBLEMS 100-199](#)

[PROBLEMS 200-299](#)

[PROBLEMS 300-399](#)

[PROBLEMS 400-499](#)

[PROBLEMS 500-599](#)

[PROBLEMS 600-699](#)

[PROBLEMS 700-799](#)

[PROBLEMS 800-899](#)

[PROBLEMS 900-1001](#)

[Final Thoughts](#)

[Questions Or Comments?](#)

[Don't Forget](#)

[One Last Thing...](#)



Let me ask you a question...

Have you ever fumbled an important chess game?

Be honest with me here.

I want to know:

...have you ever been winning a game, only to blow it after you missed a simple two-move combination?

...have you ever spent hours, days or even months studying a chess book only to later realize that you didn't gain a single rating point from all that time and effort...and possibly even lost rating points?

...have you ever lost to a weaker opponent who you know you should've crushed?

...have you ever felt as if you can't improve at chess, and are "stuck" in class player hell?

...have you ever felt that you should be better at chess, given how much time, energy and money you have spent on it?

...have you ever been beaten by a kid that only recently started playing? You might even have felt angry or humiliated because you have been playing for years, possibly before this kid was even born.

...have you ever missed an obvious move—or hung a piece for no reason—and just wanted to kick yourself afterward?

...have you ever had a chess loss keep you up at night?

...have you ever felt that your friends or opponents do not take you seriously as a chess player?

...have you ever missed “simple” one- or two-move tactics in your games?

...have you spent dozens, possibly

hundreds or thousands of hours studying chess, but still haven't reached your goals?

...have you ever felt like there has to be an easier way?

...have you ever felt that you're not playing up to your potential?

...have you ever had your rating stay basically the same for years, despite playing often?

...have you ever felt like just throwing in the towel and giving up because it seems like NOTHING will work...and that you should just accept it?

Sound familiar?

If you answered "YES" to any of the

above questions then I have some important news for you:

You are in the **right place**, and this is the **right chess book** for you.

Real Games from Real Players *(Like You!)*

This chess tactics book is **different** than any you have ever seen.

Why?

It is because all of the problems in it were taken from the games of **real amateur chess players** like **you and me**.

Many chess players have heard the often repeated idea that it is a good idea to study chess tactics if you want to improve, and that “tactics are 99% of chess”.

Michael de la Maza wrote a brilliant article called “400 points in 400 days” for chesscafe.com, where he pointed out that most class player games are decided by

simple tactics, and that the study of **chess tactics**, and nothing but tactics, are the **fastest way to improve your game**.

De la Maza pointed out that there is a difference between “*chess knowledge*” and “*chess ability*”, which had a profound effect on how I saw the game of chess.

This book is totally focused on improving your “chess ability” – i.e. your ability to win games, and gain rating points.

You will not learn any fancy new chess terms after going through this book, but you will develop strong habits of **looking for the best move in each position**, never overlooking the “obvious”, and always considering your opponent’s threats, which will cause you to win more games,

and raise your rating.

While it is true that the study of chess tactics is the fastest way to improve your chess rating, there are some **major problems** with the chess tactics problems that most chess books, software, magazines and website contain today, which this book addresses.

The biggest problem of all is that they are not **real!**

Most of them contain way too many queen sacrifices, smothered mates, and all kinds of “cool moves”.

Let me tell you a brief story...

In 2004 I became editor of the Colorado Chess Informant, the official state

magazine for the Colorado Chess Association.

I decided I wanted to have a tactics column in there, and started a column called “Tactics Time”, which continues to this day. This quarterly column later grew into a chess blog, award winning e-mail newsletter, and now this eBook that you are reading.

When I started my tactics column I wanted it to include games and positions from players in Colorado. I pictured having a column full of the same types of problems that I had been working on in Fred Reinfeld’s classic 1001 tactics books. So I started collecting score sheets, entering games by hand into the computer, and looking at them closely.

What I found was **shocking**!

Most of these games, even by “good” players, were being won by very **primitive** means. Players would play well for 20-30 moves, then “fall asleep at the wheel”, and then miss a simple one or two move combination.

Many of these blunders were so bad, I couldn't really even call them “tactics”, and they were too easy for me to publish in the column. There was rarely anything even close to the beautiful tactics in Reinfeld's books.

As I started looking at more and more games, I saw this happening ALL the time. But nobody was talking about it!

Chess players were talking in between

rounds about how they were reading and studying “How to Reassess Your Chess”, and were then losing their next game to a simple knight fork.

Articles in Chess Life never mentioned these things happening. NM Dan Heisman in his Novice Nook column on chesscafe.com was the only person I ever saw even mention these types of things. It was like the dirty secret of the chess world.

I started to collect more and more games. I became like a chess archeologist, digging in the waste baskets to collect barely legible score sheets filled with hieroglyphics in algebraic notation.

Sometimes people would send me a game

to publish in the magazine, but this would only be their most brilliant victories. Nobody ever sent in a game where they lost to a two move tactic that they missed, and their opponent saw.

Eventually, I took some time off from chess, and then came back to it a few years later.

After my return to the chess world, what I found was depressing.

Most players had made absolutely no improvement, and despite spending hundreds of hours playing and possibly studying, were still missing these same 1-2 move tactics, and their rating had not gone up at all.

While I may sound like I am being hard on

these players for not improving, in reality
it is not their fault.

The Problems with Most Tactics Books

The truth is that even if you do study a lot of the existing chess books out there, they are not going to help as much as they should.

This book attempts to cure to the chronic chess disease known as “class player hell”.

As mentioned above, part of the problem is that the problems these players study are not real.

The answers always come out perfectly. Every piece is in a perfect location for the combination to work.

The queen sac is followed by a double

discovered check, with mate the next move.

It is just like a TV sitcom that has a nice predictable ending where everything is resolved right at the top of the hour.

In the real world

- Positions are messy.
- Pawn structures are screwed up.
- Material is uneven.
- The openings are dubious.
- Pieces are hanging at the end of variations.
- Not everything works out perfectly.

Most chess authors don't want to take the time to create their own chess problems. It is much easier to just recycle the problems

that appeared in your grandfather's chess books.

Most chess authors don't want to take the time to collect thousands of amateur chess games, and then look to see what types of errors are happening in their game, and then present these errors as problems for you to solve.

Most chess authors pick out the most interesting and exciting problems for you to solve, even though they almost never happen and are very rare - making them almost useless.

Studying these types of positions can form bad habits where you automatically believe that every position requires a piece sacrifice, and you end up missing

much simpler options, like a piece that is hanging.

We take the completely different approach.

I had one customer of my chess database, Matt, tell me

“The really sad part of all of this? I’ve done over 10,000 <popular chess website> Tactics, and while I’m great at finding smothered mates and crazy queen sacrifices my Chess hasn’t improved that much...”

Sure smothered mates and queen sacrifices are good to know, and a lot of fun to solve. You get a nice “Ah Ha!” feeling after you solve one. They just don’t translate into real world victories

for you.

If you have limited time and energy to devote to chess, you want to study the types of positions that are happening all the time! Pins, forks, overloaded pieces, double attacks, back rank mates, loose and under defended pieces.

How Tactics Time 1001 Real Problems from Real Games is Different

This book takes “the good, the bad, and the ugly” positions of amateur chess, and puts them out there “warts and all”.

I have to warn you that many of the problems in this book are not the types of chess problems that you may be used to solving. Some will be simple for you, and some you will get wrong, and will think to yourself “How did I miss such an EASY problem!”

This can be very annoying and frustrating.

The main point of this book is to get you in the habit of looking for the best move on

every turn, to get good at doing an analysis of what is going on in a position, and to present lots of positions from real games so that you build your pattern recognition.

If you have formed bad habits solving the traditional chess tactics that are out there that can turn you into a queen sacrificing machine, this book will help you fix those.

None of these problems are designed to be “tricky”, or fool you, or be clever. They are all real. Just find the best move in each position – that’s it.

You aren’t going to see problems where the solution is to under promote a pawn to a bishop, because moves like this happen one in a million games.

Brilliant on the Basics

A quick story...

When Vince Lombardi took over the Green Bay Packers (NFL American Football team), he was asked if he was going to change the players, the plays, the training, or other key aspects of the team.

He replied, "I'm not going to change anything; we are simply going to become **brilliant on the basics.**"

The Green Bay Packers had been doing poorly for some years. In his first meeting with the team, Lombardi famously picked up a football and said, "Gentleman, this is a football."

From then on, Lombardi concentrated on

the basics, running drills aimed at making his team faster and more effective at executing plays than any other team. By following this philosophy the Green Bay Packers won five NFL championships including the first two Super Bowls.

Consistent with the Lombardi method, one of the keys to success in chess is to become "brilliant on the basics", and is the focus of this book.

Why No Tactics from Grandmaster Games?

A common piece of advice given to aspiring chess players is to look at the tactics and positions from Grandmaster games. While this is not horrible advice, the types of positions that occur in Grandmaster games versus amateur games is like comparing the 100 meter dash at the Olympics to a bunch of third graders playing “tag” at recess!

I believe that if you want to get good at playing against class players, the best way to do this is to look at the types of tactics and mistakes that are happening in their games, and learn from them, and apply them in your own games.

This book contains all sorts of interesting positions that you will never see at the Grandmaster level, but happen all the time in the “trenches” of class player games.

“Miniatures” that lasted less than 20 moves, crazy unsound gambits, attack formations such as the “Fishing Pole”, flagrant violations of positional ideals, cheap traps, oversights and swindles.

The “I Already Know That” Problem

After looking at some of the problems in this book, you might think “I already know this stuff”, or “this is too easy for me” or “this is just for beginners”.

I call this the “I already know that problem”, and think that this mindset is one of the biggest things that prevents chess players from getting better and winning more games.

What happens is that a chess player decides that they are going to learn chess, and so they go out and buy a book like “Chess for Dummies” or “The Idiot’s Guide to Chess” (both of which are excellent places to start).

They read about tactical ideas such as

- the knight fork
- pin
- back rank mate
- etc.

So now they think “I know what a knight fork is!”

And they think they are now ready for more “advanced materials”.

They may even jump all the way to something like “How to Reassess Your Chess”, which is a very popular, but fairly advanced chess book.

Now they think “Wow, now I REALLY know a lot about chess!”

They then

- head down to the local chess club,
- set up their pieces,
- shake their opponent's hand,
- start their clock,
- start the game armed with all of their new ideas,

And proceed to miss a knight fork on move 14!

And they are quite mad as a result!

What happened here?

After all, they know what a knight fork is.

And knowing is half the battle!

Unfortunately what G.I. Joe didn't tell you

is that the other half of the battle is being able to apply that knowledge!

With Chess Tactics Knowing is Only Half the Battle

There is a difference between knowing something, and being able to APPLY that knowledge.

Neurolinguist Programming (NLP) expert Wyatt Woodsmall has an interesting idea:

LEARNING = BEHAVIOR CHANGE

If your behavior didn't change, you didn't learn anything.

Wyatt also has a great quote:

“The greatest enemy of learning is the belief that we already know.”

The “I get it” mechanism drives us to figure things out, which is very powerful

and very important.

But then, once we get the feeling that we figured it out, we say, “Okay, I get that. Now, I can go on to the next thing.”

When you feel like you get something, but you don't, that's when **you're the most in danger**.

The challenge with chess tactics is that the basic ideas are fairly simple. There are only a few basic tactical ideas. So it is easy for a chess player to think “I know that”.

But the real power is knowing these ideas inside and out, backwards and forwards. And then applying the ideas **TOGETHER**, which really makes them powerful.

For example combining the idea of a pin and a back rank mate threat.

Or combining the idea of a fork and an overloaded piece.

The other challenge is that players think they know these ideas already, but they really do not.

I remember looking at a game from a friend of mine a few years ago. He missed a simple knight fork. I told him that he needed to work on knight forks. He was resistant to doing this, because he felt he “already knew what a knight fork was”. I told him that obviously you don’t since you missed it in this game!

When I looked at the game the knight fork just jumped out at me. I couldn’t avoid

seeing it. It would have been like seeing the bat mobile roaring down the street. There is no way I could have missed it!

This is the level that you want to get to with your chess tactics.

You want the chess tactics in your game to just pop out at you!

This book will help you achieve that.

Final Comments

This book assumes that you already know the basics of chess (how the pieces move), terms such as “pin”, “fork”, “skewer”, and how to read algebraic notation. If you need a refresher, Wikipedia has a lot of free information on the game,

<http://en.wikipedia.org/wiki/Chess>.

Problems are given from the point of view of the side to move. If it is Black to move, the board is shown from Black's perspective.

Each solution is given on a separate page following the problem. The Kindle previewer doesn't show this, but the page breaks will show up in your Kindle

reader.

Also, be sure to sign up for the **Tactics Time e-mail newsletter**. It is free, and comes out about 3 times a week with a new chess problem for you to solve, a fun quote, chess improvement tips, and the complete game score. The main focus is on chess improvement and pattern recognition, and like this book has tons of positions that are new and never seen before. You can see newsletter samples, and sign up at <http://tacticstime.com>. You can contact us there as well if you have any questions, comments or feedback.

Good luck and have fun with this book.

Happy Tactics!

Tim Brennan
Anthea Carson
October 2012

Thank You!



Please be kind and review this book on Amazon. We need your feedback to make the next version better.

You can also share this book on Facebook

to your chess friends (click the image below)



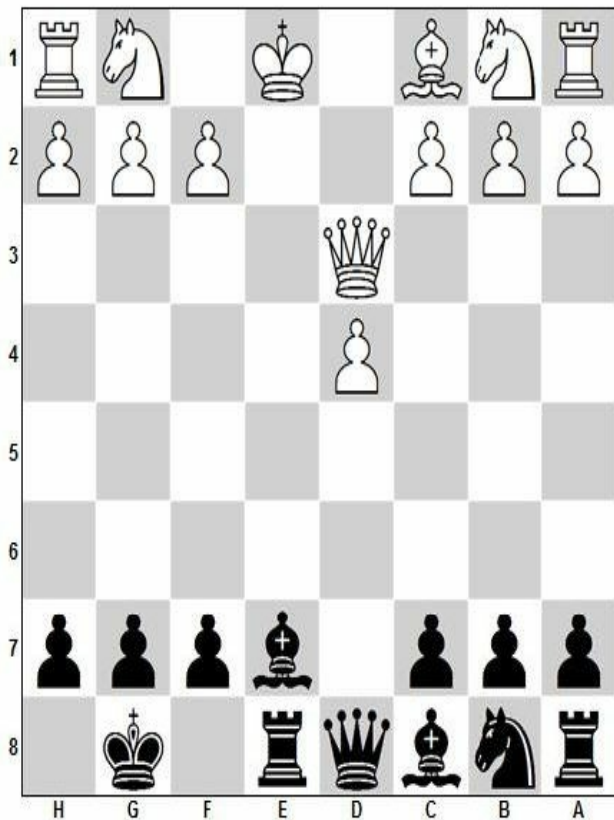
Thank you so much!



1001 CHESS TACTICS

from the Real Games of Everyday Players

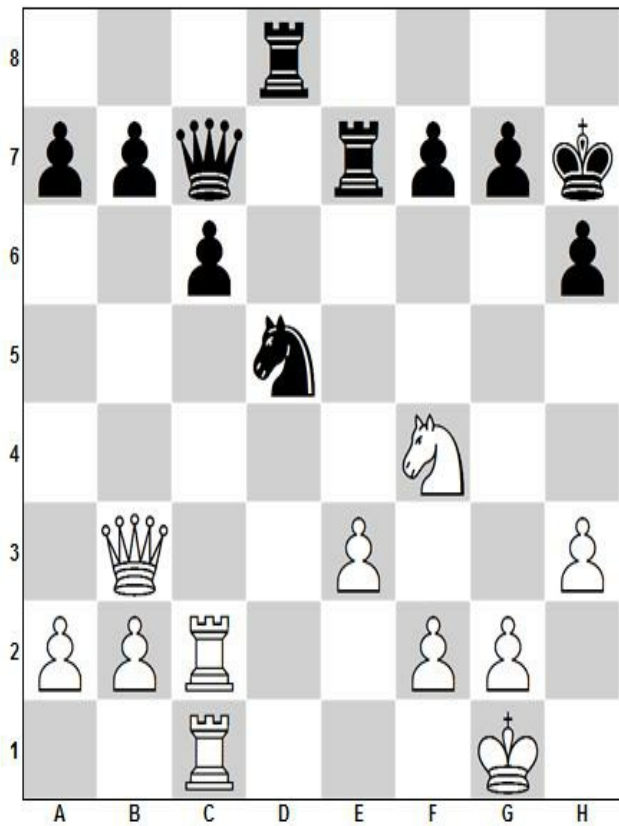
(1) Black to move



10...Bb4+ unleashes the "Atomic Bomb" of chess, the Double Discovered check. After either ***11. Kf1*** or ***11. Kd1*** black mates with ***11...Re1#***.

From the game Marvinni (1553) vs Joan Barrina (1432), Open Invite, redhotpawn.com, November 1, 2009.

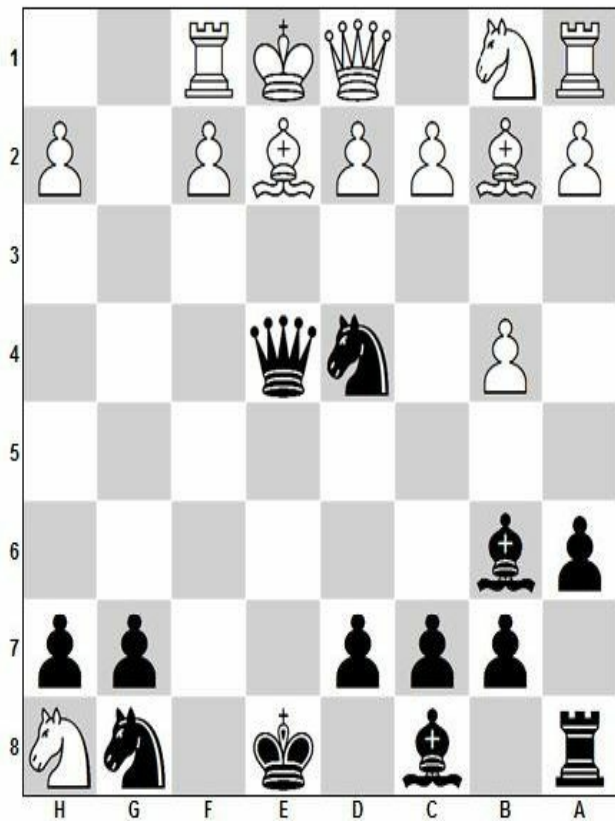
(2) White to move



25. Nxd5 Rxd5 26. Qxd5 cxd5 27. Rxc7 Rxc7 28. Rxc7 wins a piece for white, taking advantage of the pinned c pawn and the battery of rooks on the c file.

From the game Paul Anderson (1782) vs Scott Sills (1048), Colorado Springs Open, Round 1, March 6, 2004

(3) Black to move

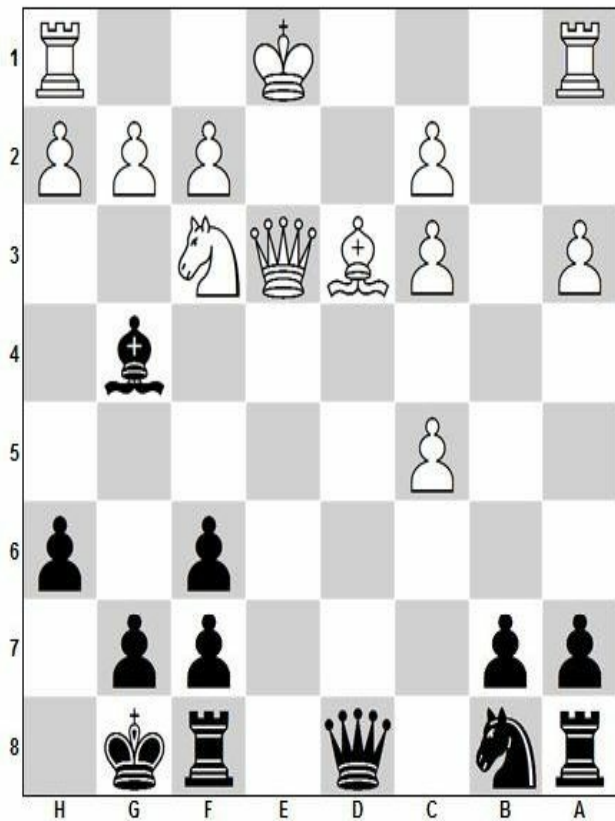


10...Nf3# is a smothered mate often seen in the trappy Blackburne Shilling Gambit variation of the Italian game.

[http://en.wikipedia.org/wiki/Blackburne_S](http://en.wikipedia.org/wiki/Blackburne_Shilling_Gambit)

From the game M. Jules (1386) vs
Marsdog (1449), May 2010 Sprint 64,
July 24, 2010

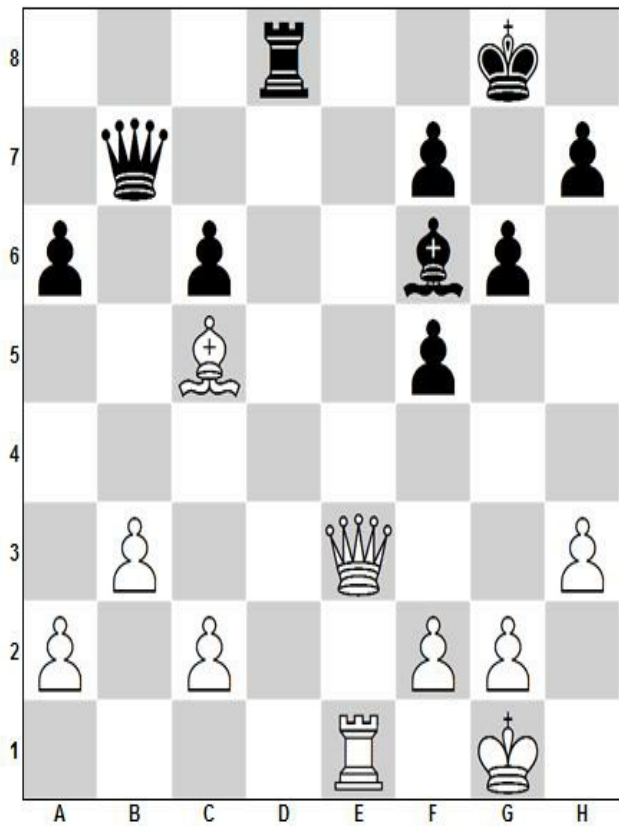
(4) Black to move



13...Re8 pins the White Queen to the King

Variation from the game Jordan Lam (390)
– Zachary Ameri (unrated), goodwin03
bcc, Round 7

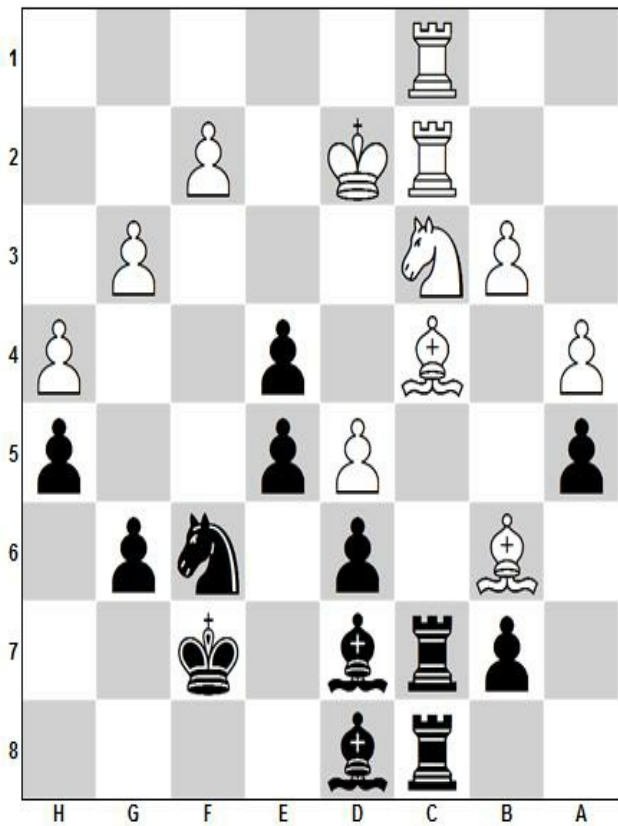
(5) White to move



27. Qe8+!! Got a double exclamation from Deep Rybka 4.1 and leads to checkmate after **27... Rxe8 28. Rxe8 Kg7 29. Bf8+ Kg8 (or Kh8) 30. Bh6#**

From the game Charles Riordan (2320) vs Edward Epp (2020), Round 1, MCC Holiday Swiss, December 5, 2006

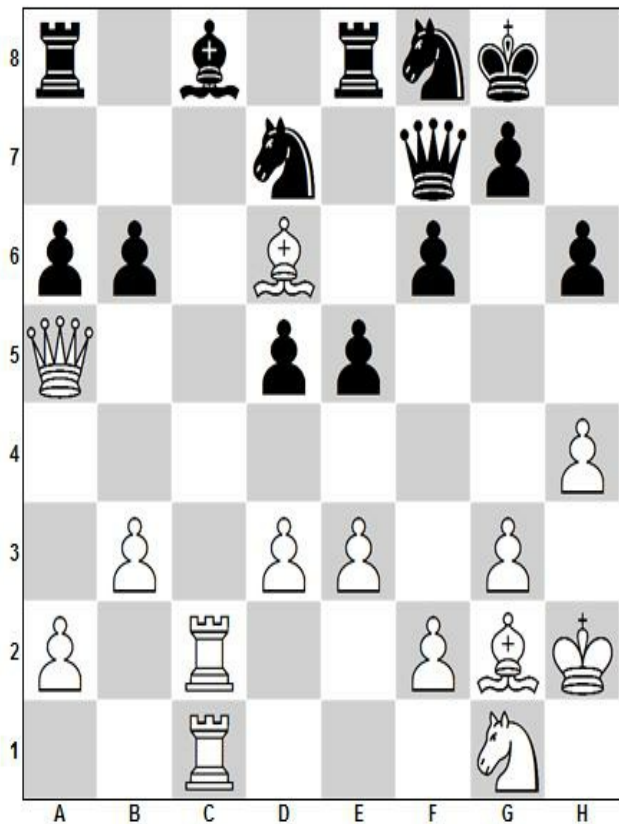
(6) Black to move



30...Rxc4 discovers an attack on the white bishop on b6. After **31. bxc4 Bxb6** black has two bishops for the rook.

From the game Paul Anderson (1782) vs Jeff Fox (1845) March Quad Colorado Springs, Round 1, March 16, 2004.

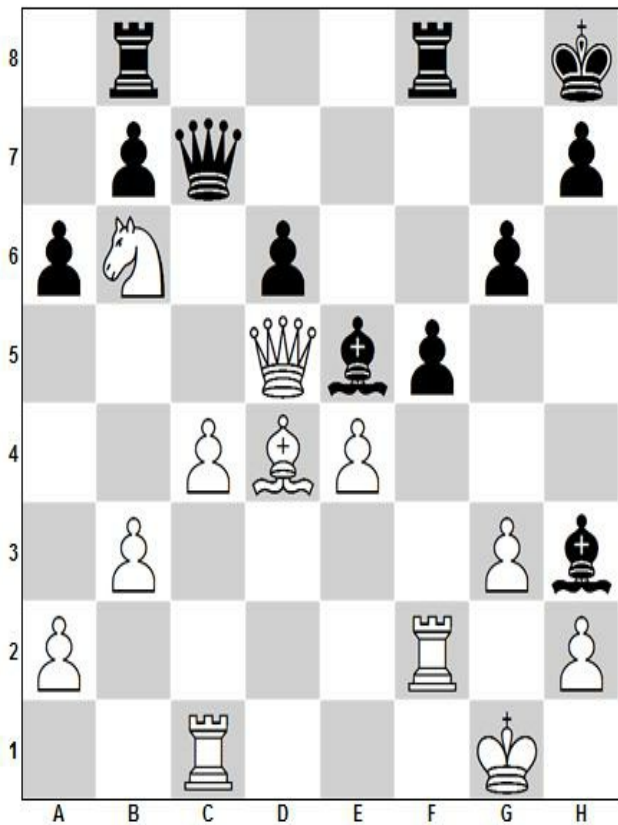
(7) White to move



26. Qxd5 wins the under defended pawn that was defended once, and attacked twice, and also attacks the undefended rook on a8. If black recaptures with **26... Qxd5** white forks the King and Rook with **27. Bxd5**

From the game Shaun MacMillan (2005) vs Paul Anderson (1782), March Quad Colorado Springs, Round 2, March 16, 2004.

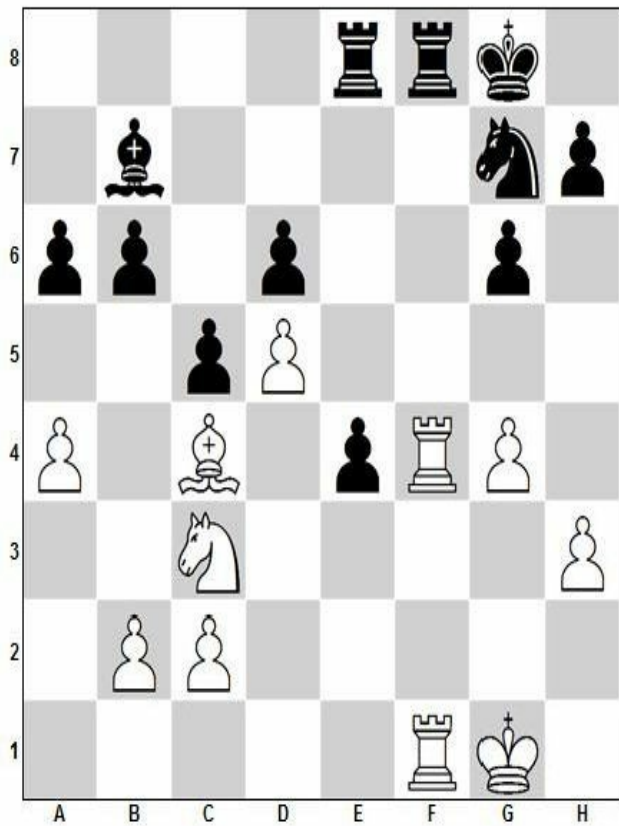
(8) White to move



25.Nd7 forks the two rooks. If **25...Qxd7**
26. Bxe5+ causes a lot of problems for
Black, who has to give up their queen to
get out of check with either **26...Qg7** or
26...dxe5 (the d pawn is now pinned to the
black queen). White either wins the
exchange (knight for rook), or more.

From the game Shaun MacMillan (2005)
vs Paul Anderson (1782), March Quad
Colorado Springs, Round 2, March 16,
2004.

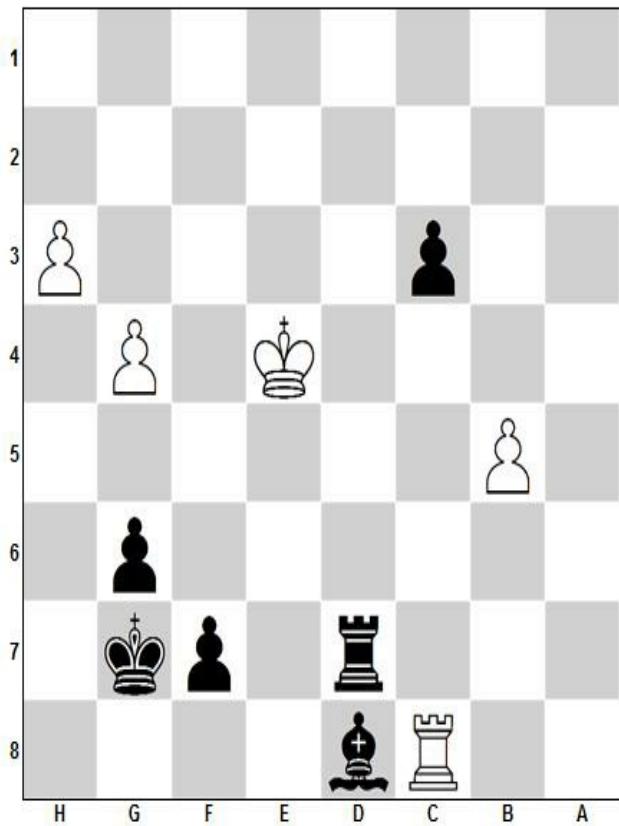
(9) White to move



26.Nxe4 wins a pawn. If **26...Rxe4**
27.Rxf8#

This move was missed in the game Paul Anderson (1741) vs Jeff Fox (1829), Round 4, Cabin Fever Reliever, February 17, 2004. Instead White played 26. Rxf8 and the game later ended in a draw.

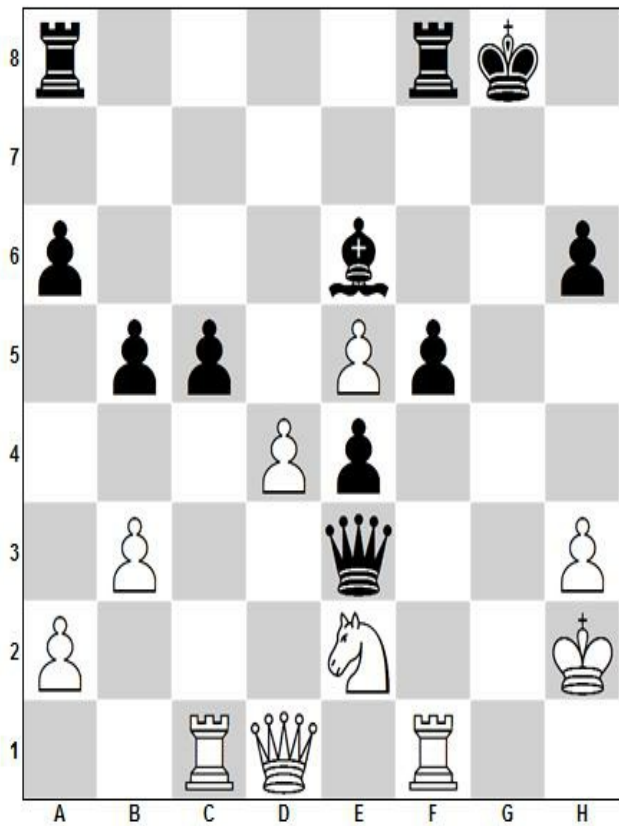
(10) Black to move



49...Bc7 blocks the attack from the rook on c8 on the runaway c pawn, and clears a path so that pawn “COULD. GO. ALL. THE. WAY.” Black will queen their pawn first after **50...c2** and **51...c1=Q**

Variation from the game Paul Anderson (1782) vs Imre Barlay (1997), Denker Fundraiser, Round 2, April 3, 2004.

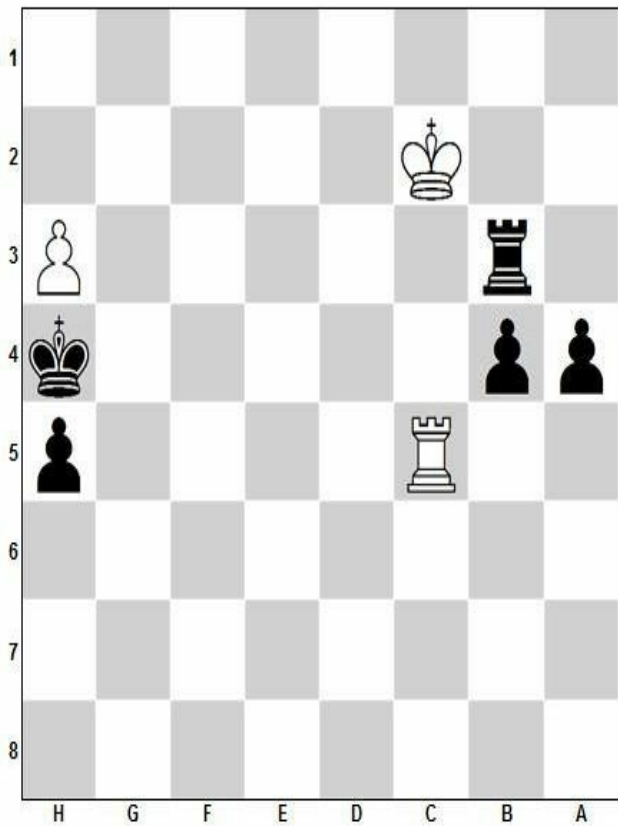
(11) White to move



24. Rc3 puts the queen between a rock and a hard place. The only safe square for the queen is g5, but this allows for **25. Rg1** pinning and winning the queen.

Variation from the game Paul Anderson (1768) vs Andy Rea (2052), Round 2, Southern Colorado Open, June 12, 2004.

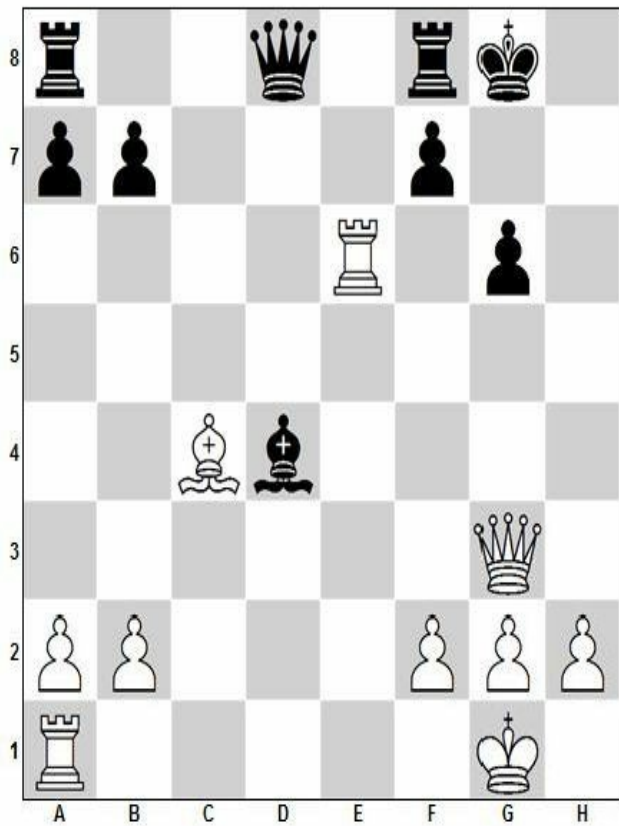
(12) Black to move



47...Rc3+ forces a trade of rooks, leading black to an easily won endgame.

From the game Paul Anderson (1768) vs Andy Rea (2052), Round 2, Southern Colorado Open, June 12, 2004.

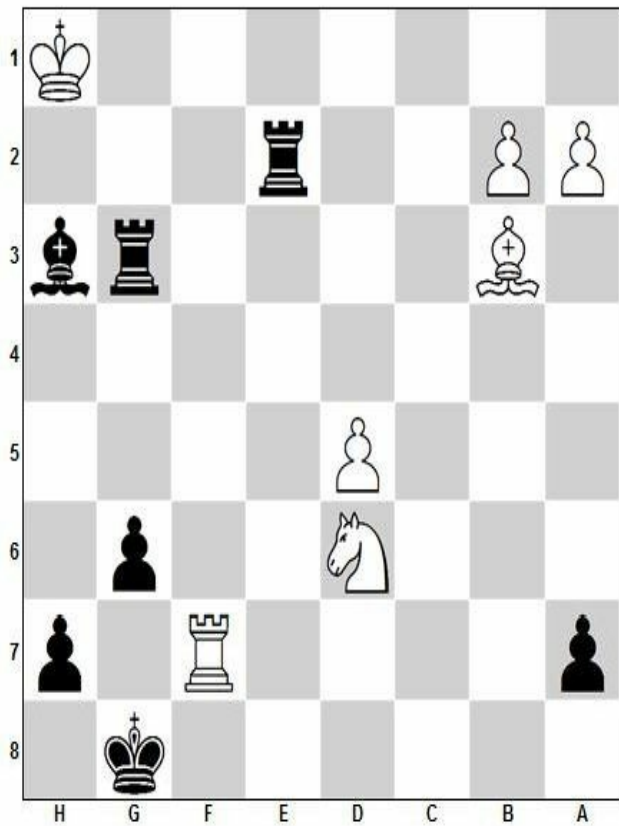
(13) White to move



19.Rxg6+ gets the rook away from the f pawn that is attacking it, and wins a pawn due to the fact that the f pawn is pinned by the bishop. The f pawn being pinned to the black king by white's light square bishop is a pattern that comes up very frequently, and is a good one to memorize. 19. Rd6 forking the Queen and Bishop is also a good move.

From the game Jesse Hester (1880) vs Paul Anderson (1768), Round 5, Southern Colorado Open, June 13, 2004.

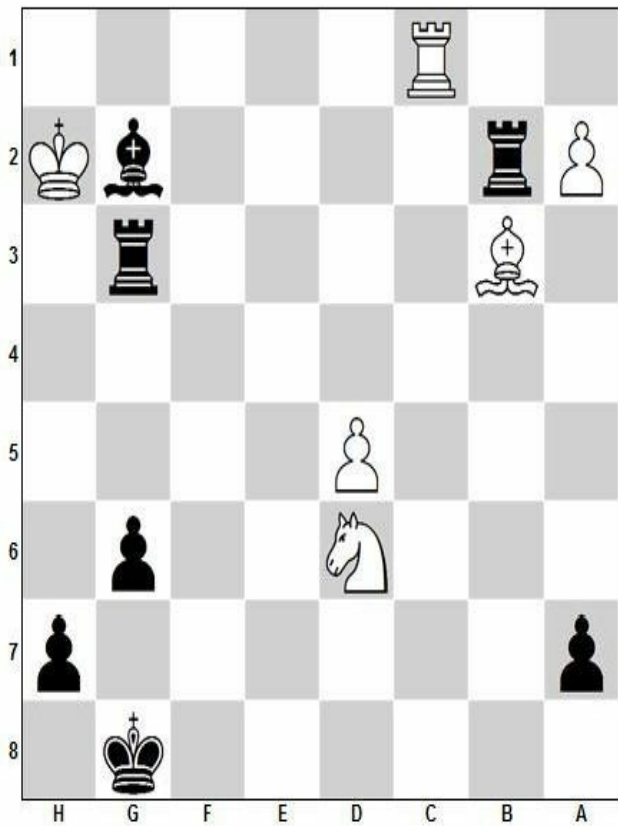
(14) Black to move



32...Rgg2 puts "pigs on the 7th" - which is a powerful weapon. White will not be able to avoid mate. For example **33. Rf1 Rh2+ 34. Kg1 Reg2#**

This move was missed the game Paul Anderson (1768) vs Jeff Gilchrist (1532), June Mating Game, Round 4, June 22, 2004. Black instead played 32...Rxb2, which is still good, and scored a nice upset.

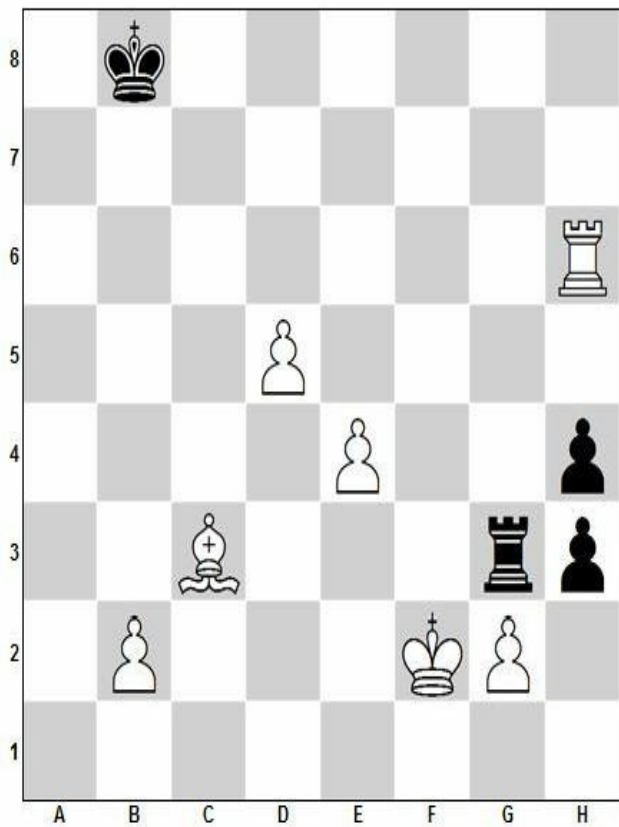
(15) Black to move



36...Rh3+ leads to mate **37. Kg1 Rh1#**

Also from the game Paul Anderson (1768)
vs Jeff Gilchrist (1532), June Mating
Game, Round 4, June 22, 2004.

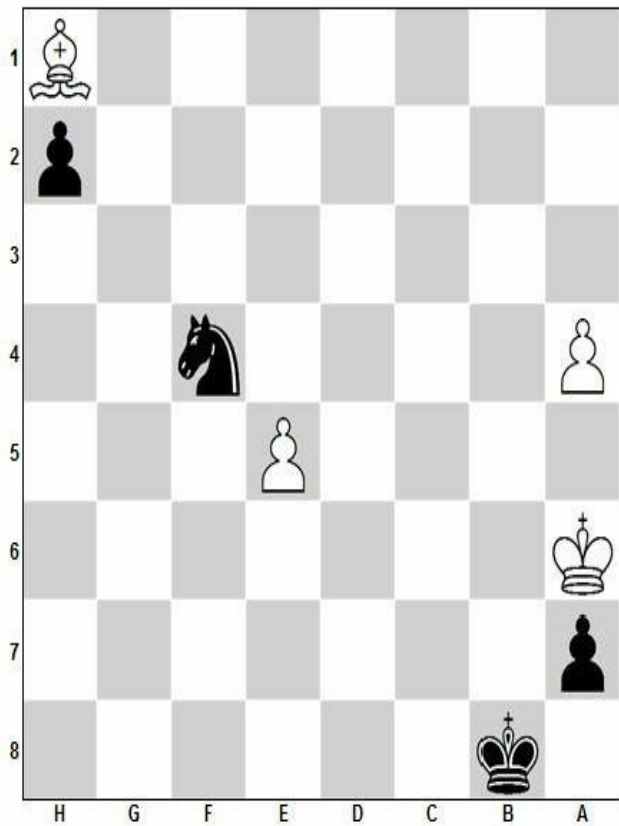
(16) White to move



52.*Be5*+ forks the King and Rook

From the game Paul Anderson (1761) vs
Renae Delaware (1373), Pikes Peak
Open, Round 1, August 7, 2004

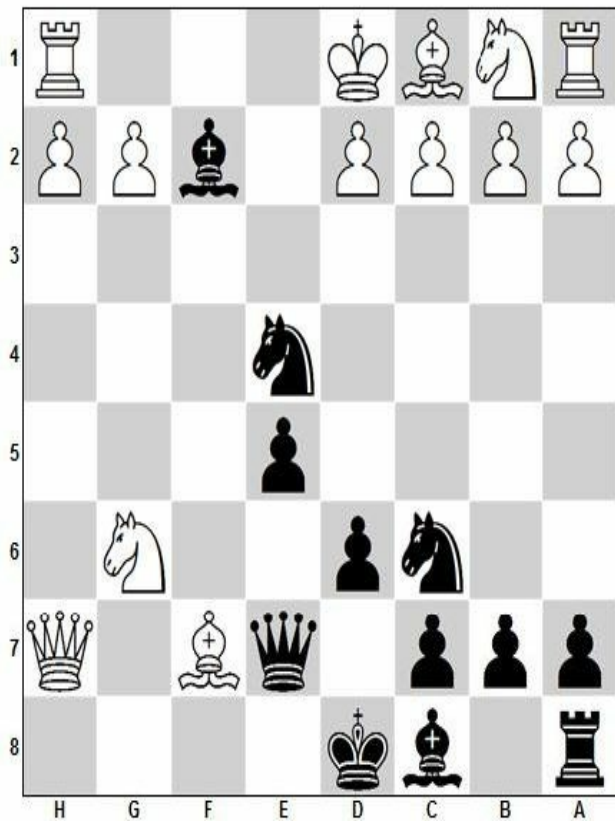
(17) Black to move



71...Nd3 was a winning move that was missed in the game. It attacks and will win the e5 pawn. If this pawn moves forward with e6, then Nc5+ forks the King and Pawn. If the pawn does nothing, black just takes it. The e pawn is won either way.

From the game Joe Haines (1564) – Paul Anderson (1799), Winter Springs Open, Round 1, December 4, 2004.

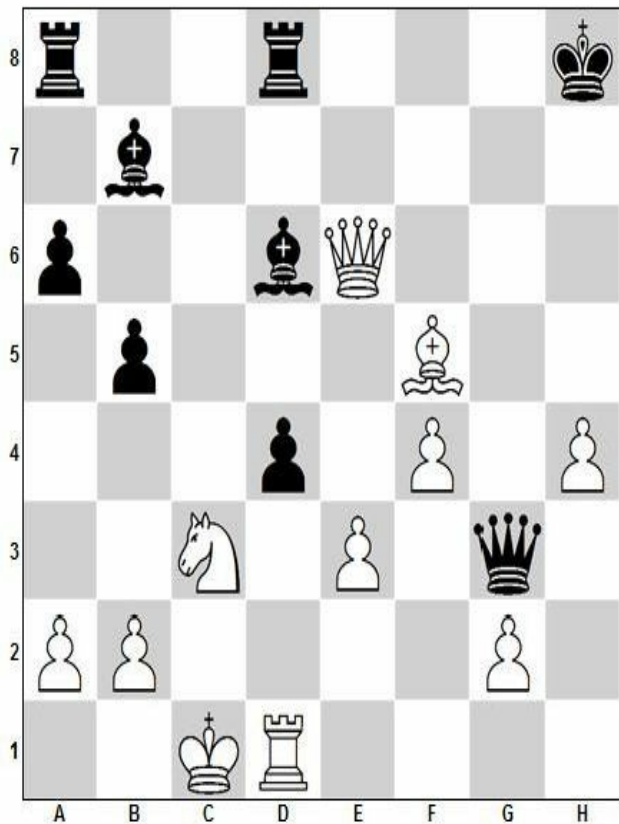
(18) Black to move



11...Bg4# is an interesting mate where both sides are using the idea “The best defense is a good offense” to the extreme.

From the game Sandip Srinivas (762) vs Michael Allen III (unrated), Goodwin03 BCC

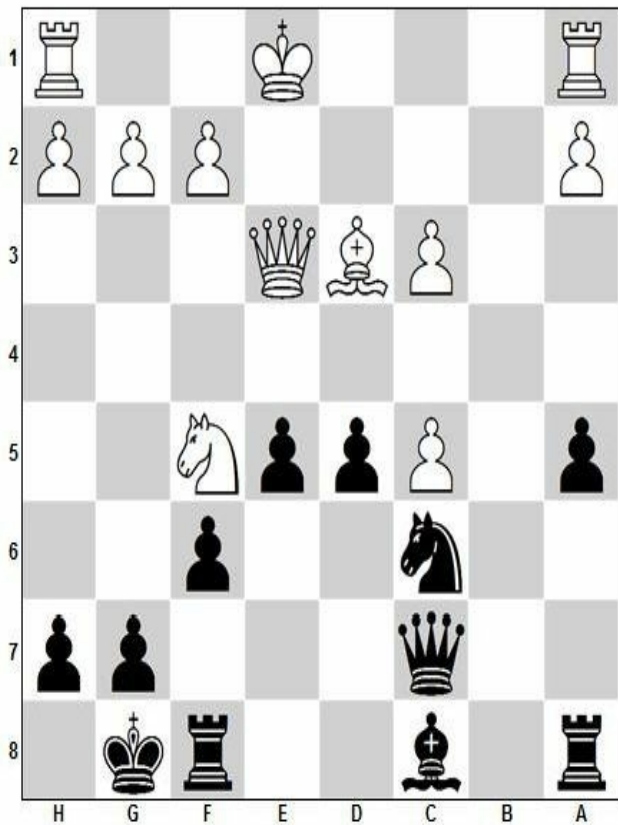
(19) White to move



25. *Qh6*+ sets up a good mating pattern to know. **25...*Kg8* 26. *Be6***#

From the game Jason Caldwell (1987) vs Paul Anderson (1857), March Quad Colorado Springs, Round 1, March 29, 2005.

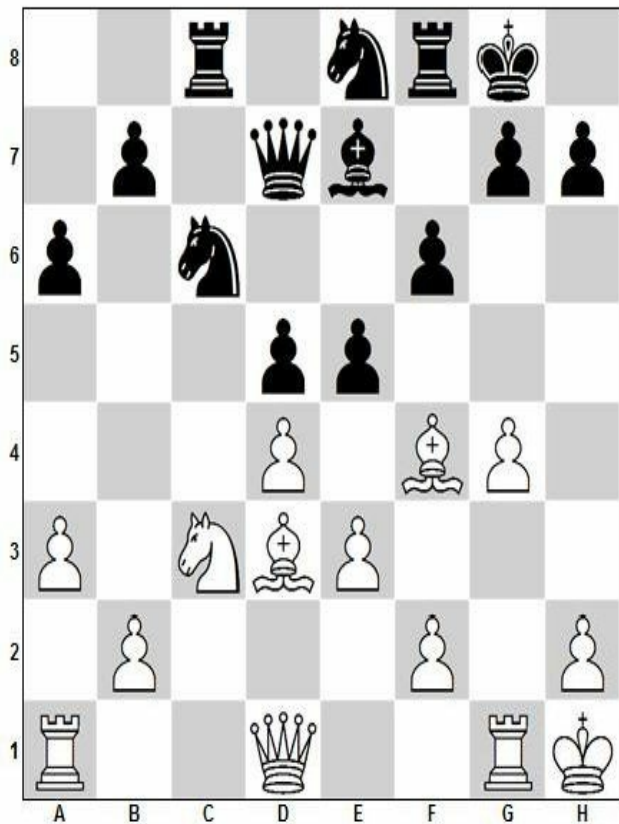
(20) Black to move



18...e4, which was missed in the game, blocks the bishop's defense of the knight on f5, and attacks it at the same time. White cannot save both, and will lose a piece.

From the game Tom Mullikin (1027) vs Paul Anderson (1857), Round 3, March Quad Colorado Springs, March 29, 2005

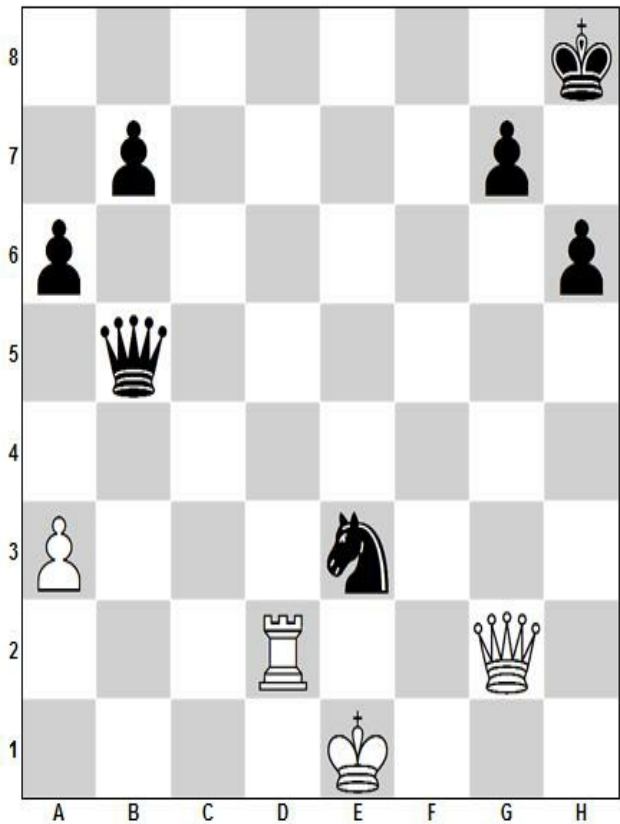
(21) White to move



16.Bf5 skewers the Black Queen and Rook.

From the game Roderick Santiago (1632)
vs Paul Anderson (1859), Springs
Fundraiser, Round 2, April 2, 2005.

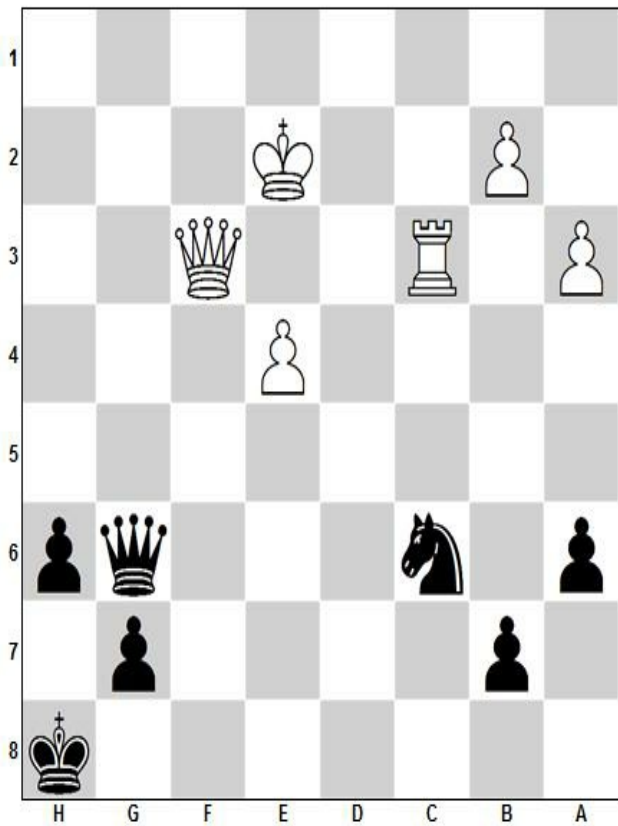
(22) White to move



41.Rd8+ sets up **41...Kg8** **42. Qe4+**
forking the King and Knight if **42...Nf5** **43.**
Rd5 forking the pinned knight and the
queen. Black will lose the knight.

Variation from the game Roderick
Santiago (1632) vs Paul Anderson
(1859), Springs Fundraiser, Round 2,
April 2, 2005.

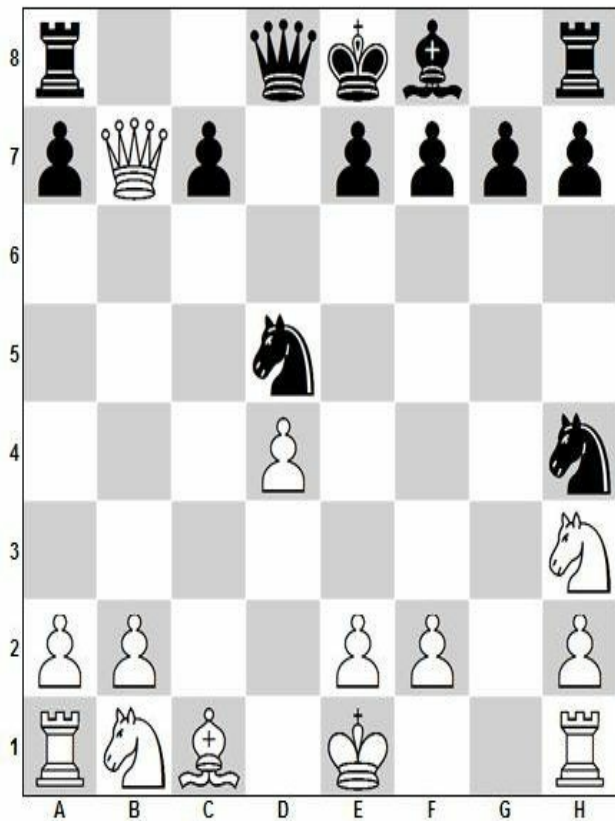
(23) Black to move



41...Nd4+ forks the King and Queen.
White blundered with 41. e4?? on the
previous move allowing this fork.

From the game Roderick Santiago (1632)
vs Paul Anderson (1859), Springs
Fundraiser, Round 2, April 2, 2005.

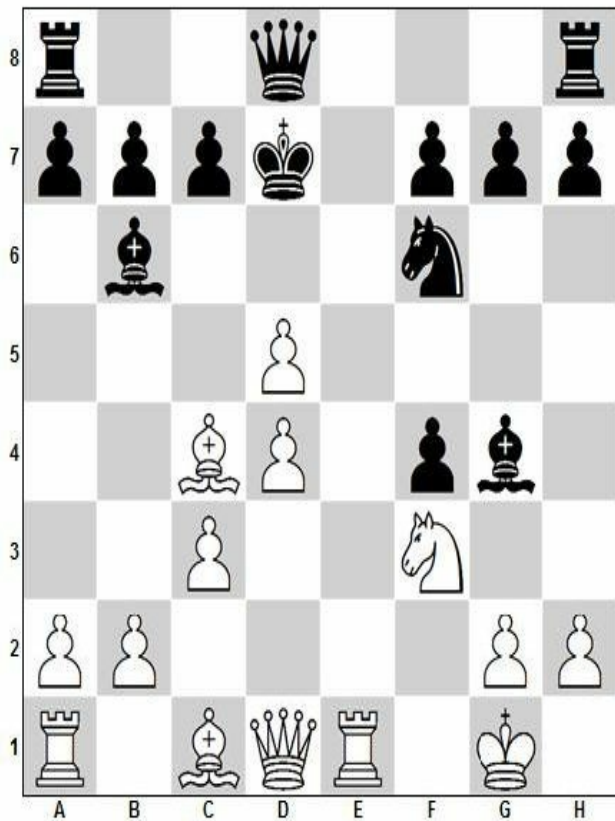
(24) White to move



10. Qc6+ deflects the black queen from her protection of the rook on a8. **10... Qd7** is the only way to get out of check, but allows **11. Qxa8+** which wins the rook.

From the game Timmybx (1779) vs Jmm (1264) 2011 Championship,
redhotpawn.com,

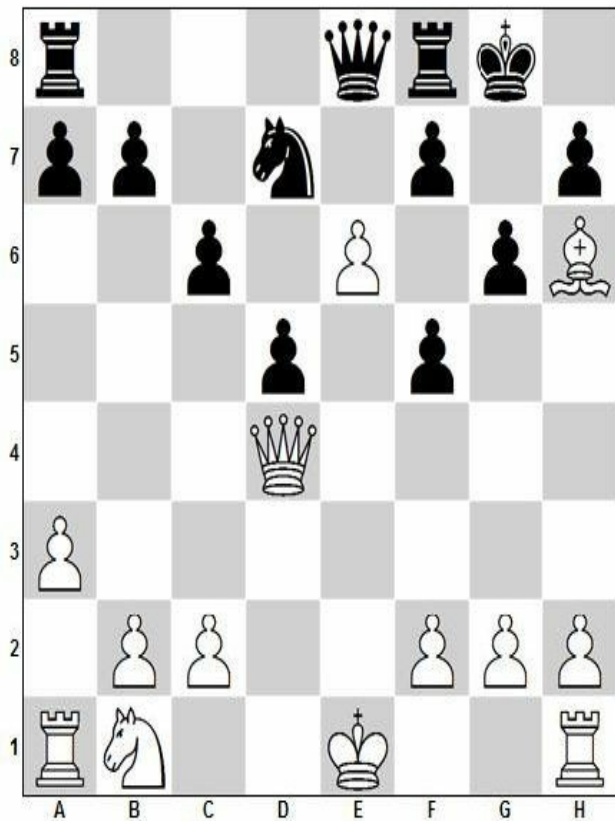
(25) White to move



13.Ne5+ unpins itself from the white queen, and forks the King and Bishop

From the game Timmybx (1708) vs British Telecom (1109), Ladder,
redhotpawn.com, December 21, 2009

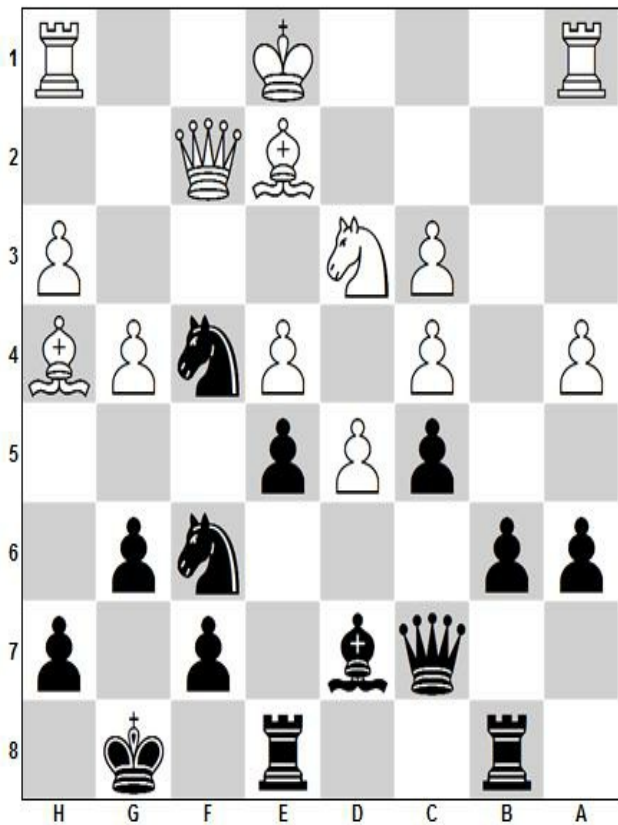
(26) White to move



17.Qg7# checkmating on black's weak dark squares.

From the game Kingkingy (1439) vs Ian Lowe (987), Challenge, redhotpawn.com, October 08, 2009

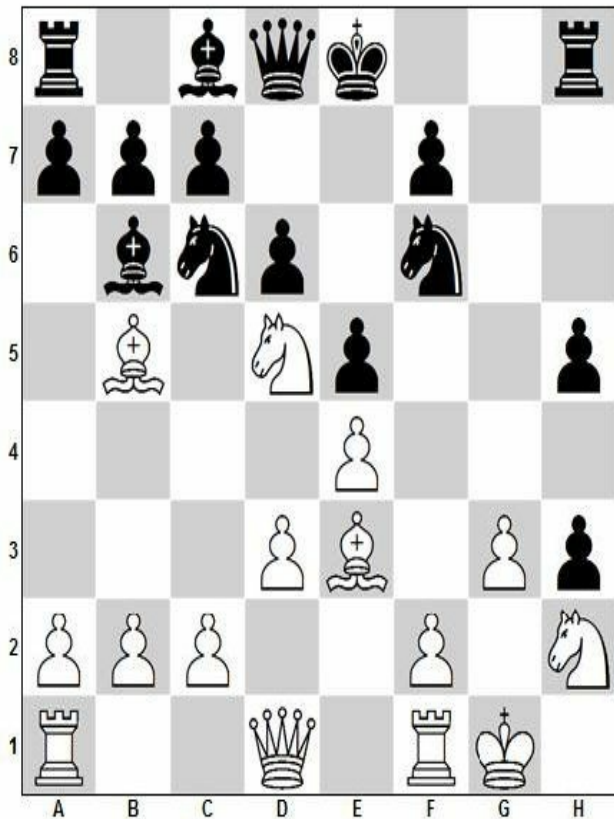
(27) Black to move



22...Nxe4 wins a pawn that is hanging, centralizes the knight, which was hanging, and double attacks the queen on f2 and pawn on c3. Nothing tricky about this one.

From the game Paul Anderson (1859) –
Anthea Carson (1671), Springs
Fundraiser, April 2, 2005, Round 4

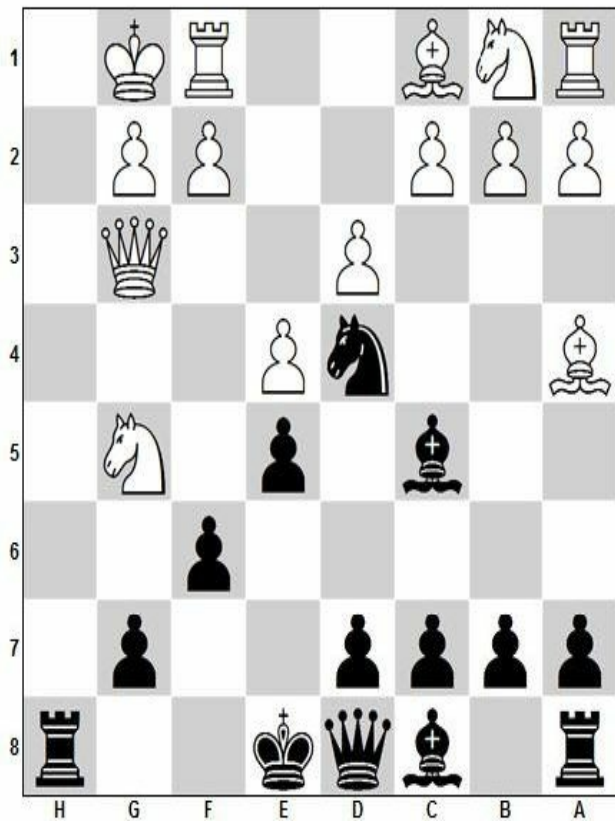
(28) White to move



12.Bg5 pins the knight to the queen. Black cannot add a second defender to this piece.

From the game Marnic (1816) – Gbsalvio (1852), rated blitz match, August 7, 2007

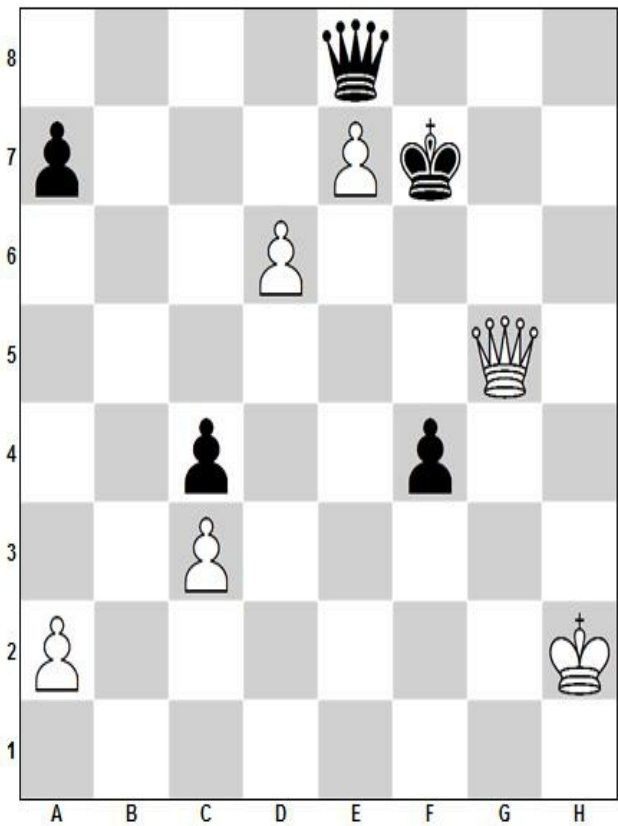
(29) Black to move



11...Ne2# is an example of Anastasia's mate. This checkmate got its name from the novel *Anastasia und das Schachspiel* by Johann Jakob Wilhelm Heinse.

From the game Markrenton (1850) – Gbsalvio (1832), rated blitz match, August 7, 2007

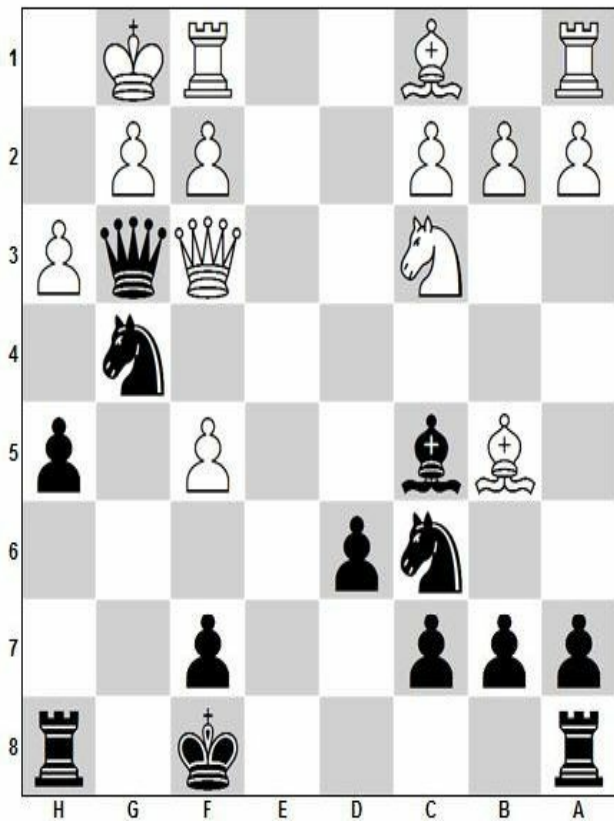
(30) White to move



48.Qh5+ skewers the King and Queen.
Black cannot get out of check and still
protect the queen.

From the game Larry Wutt (1860) vs
Anthony Cordova (1477), 2008 Colorado
Open, Round 1, August 31, 2008

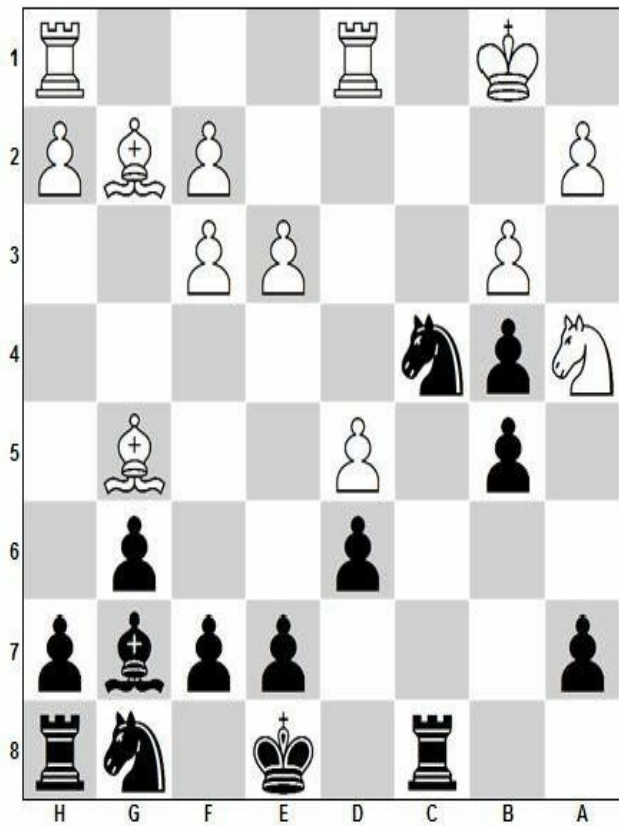
(31) Black to move



13...Qh2# is a typical mating pattern in the Fishing Pole attack variation of the Roy Lopez

From the game I. Vegar (2058) – Brian Wall (2306), ICC 3 0 Internet Chess Club, May 25, 2004

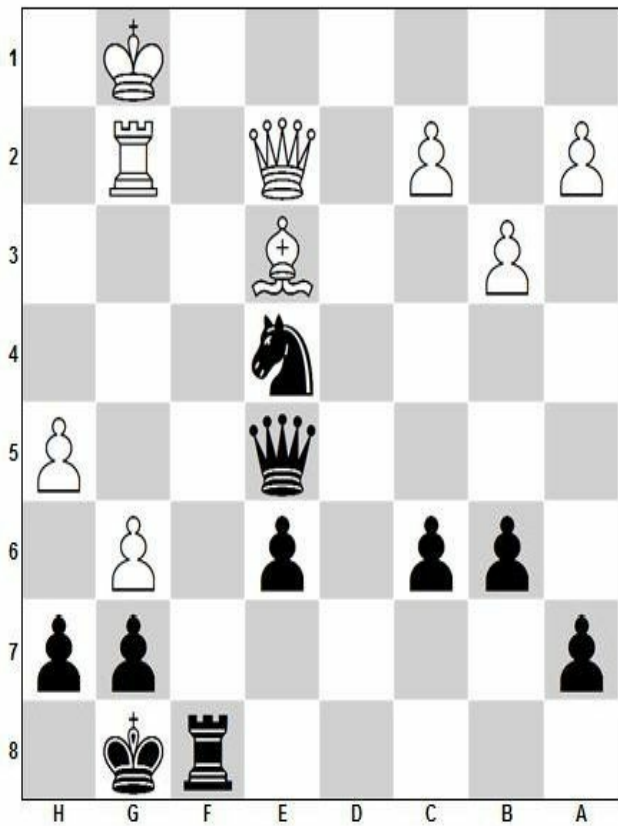
(32) Black to move



16...Na3# is a cute checkmate

From the game Fred Spell (1255) vs Paul Anderson (1821), Round 1, Pikes Peak Open, August 6, 2005.

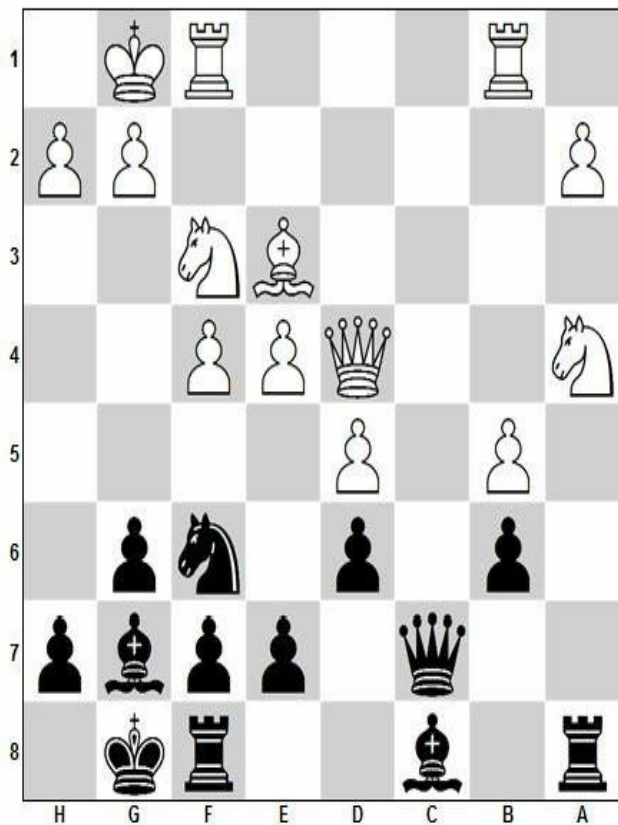
(33) Black to move



38...Ng3 threatens the queen on e2 and a deadly "hook mate" pattern with Rf1+

From the game Isaac Martinez vs Tim Brennan October 2011 East coast Deli, Colorado Springs

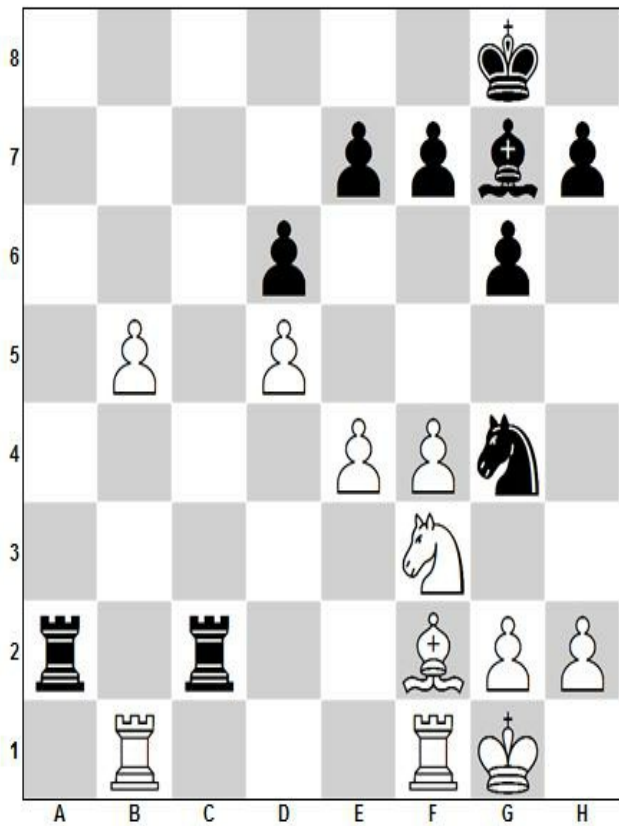
(34) Black to move



17...Ng4 creates a discovered attack on the black queen, which cannot move and still defend both the bishop on e3 and the knight on a4

From the game jooler (1262) vs ZugZwangMVB (1825), FICS rated blitz game, October 8, 2011

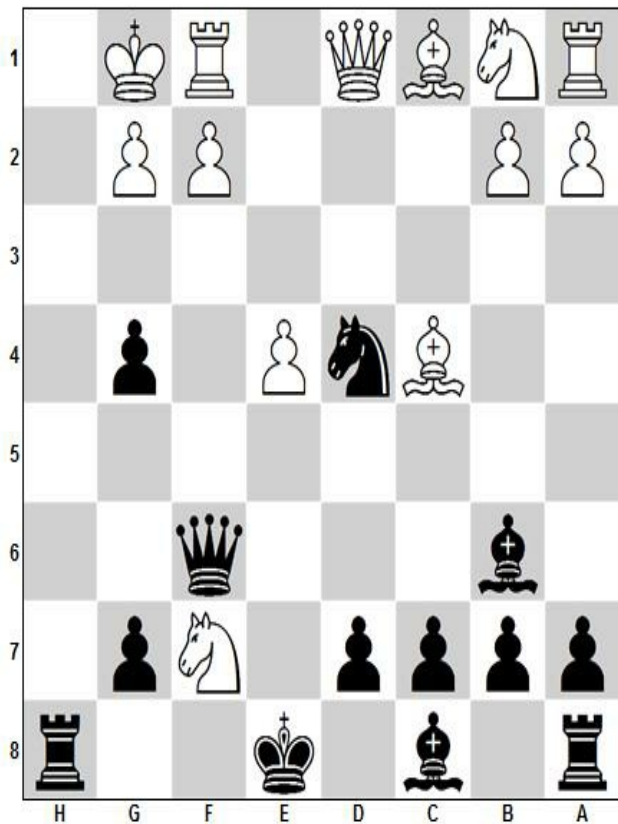
(35) White to move



22.b6 pushes the dangerous passed pawn, which black has no easy way to stop. For example **22. b6 Rc8 23. b7 Rb8 24. Rfc1**

From the game jooler (1262) vs ZugZwangMVB (1825), FICS rated blitz game, October 8, 2011

(36) Black to move



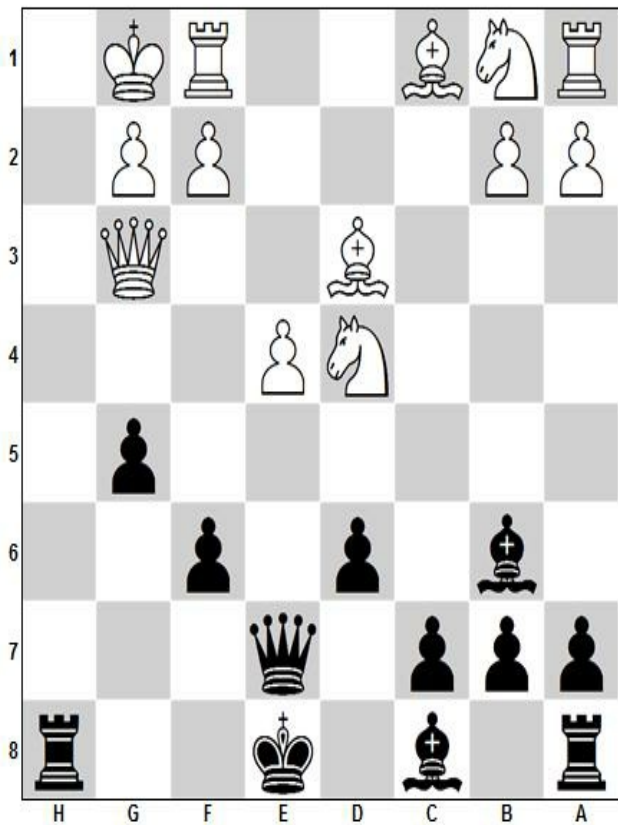
12...Rh1+ Is a typical crazy position from the Fishing Pole attack. Black has given up a piece for the attack, and continues the "sac, sac, mate" with ***1...Rh1+ 2.Kxh1 Qh4+ 3.Kg1 g3 4.Nd6+ Kf8 5.Qh5 Qxh5 6.Re1 Qh2+ 7.Kf1 Qh1#***

This variation is long, because white has some checks, and gives up his queen to delay the mate, but the pattern is a good one to know.

From the game ROOKSOFROCKS (1365)

– jooler (1269), August 20, 2011, FICS
rated blitz game

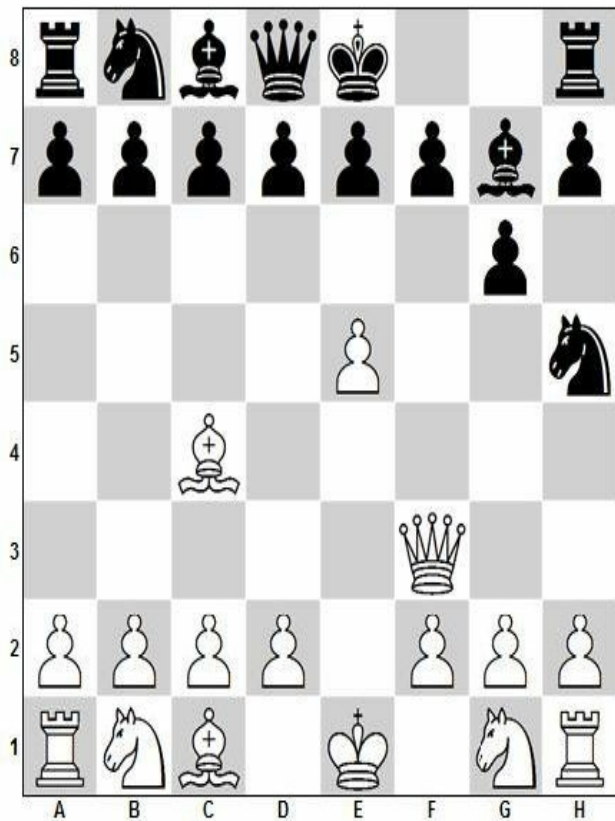
(37) Black to move



15...Qh7 This position is very similar to #36, but here there is no reason to sac the rook. **15...Qh7** creates a battery that cannot be stopped, only delayed.

From the game ROOKSOFROCKS (1365) – jooler (1269), August 20, 2011, FICS rated blitz game

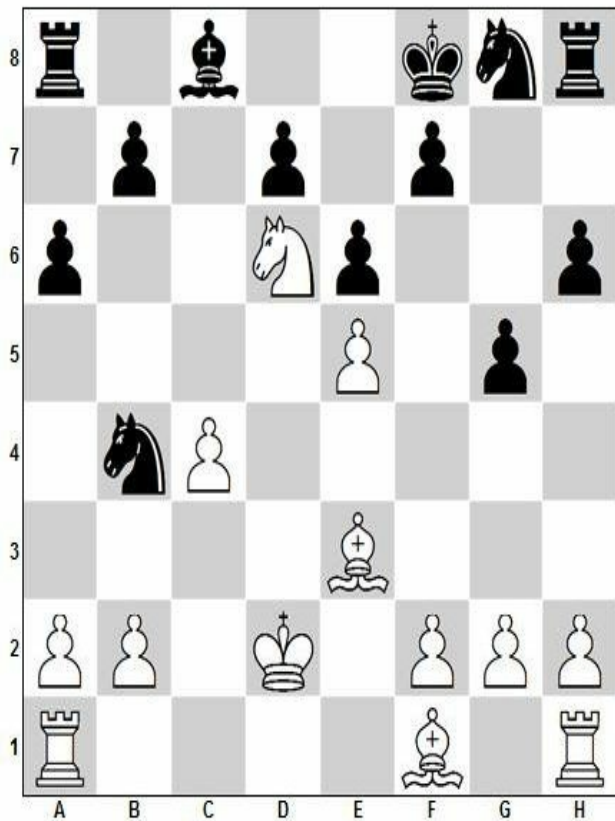
(38) White to move



5. *Qxf7#* is a good old fashioned Scholar's Mate,
<http://en.wikipedia.org/wiki/Scholar%27s>

From the game Larry New Holy (574) – Taylor Schlotterbeck (160), Winter Open Under 800 Rapid, Round 5, February 6, 2010.

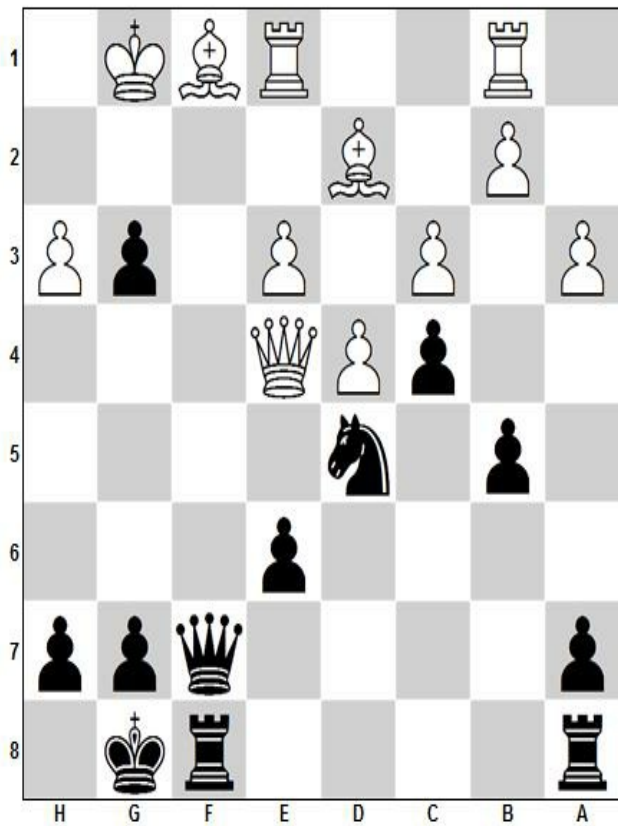
(39) White to move



16.Bc5 attacks the knight on b4 and sets up a discovered check with Nxc8 on the next move. Black cannot stop both threats at the same time.

From the game Sandor Kustar (2363) vs Mark Derby (1633), 2009 Black Hills Chess Festival, Round 1, November 7, 2009.

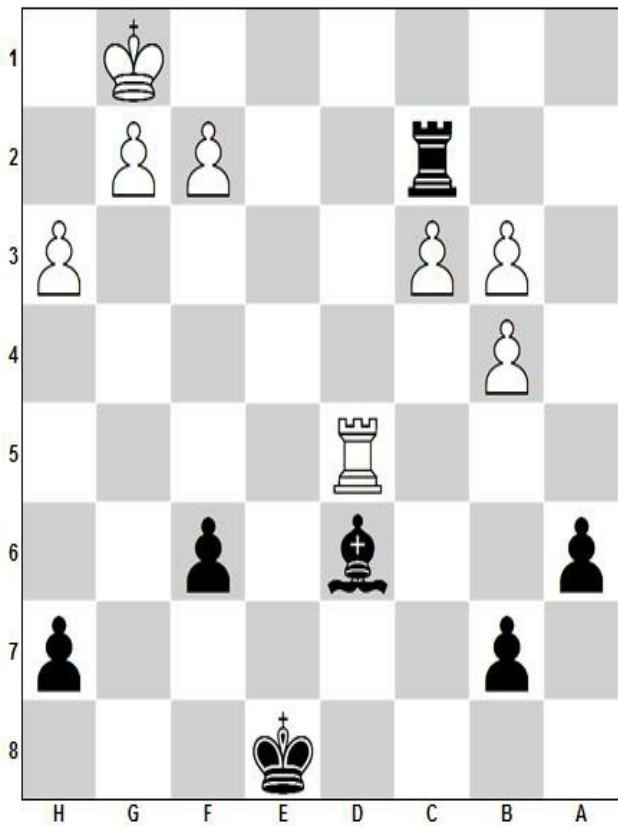
(40) Black to move



Black infiltrates the dark squares with
22...Qf2+ Kh1 Qh2#

From the game Loretta Notareschi
(unrated) – Ty Thompson (1550), October
18, 2011, Denver Chess Club, Round 3

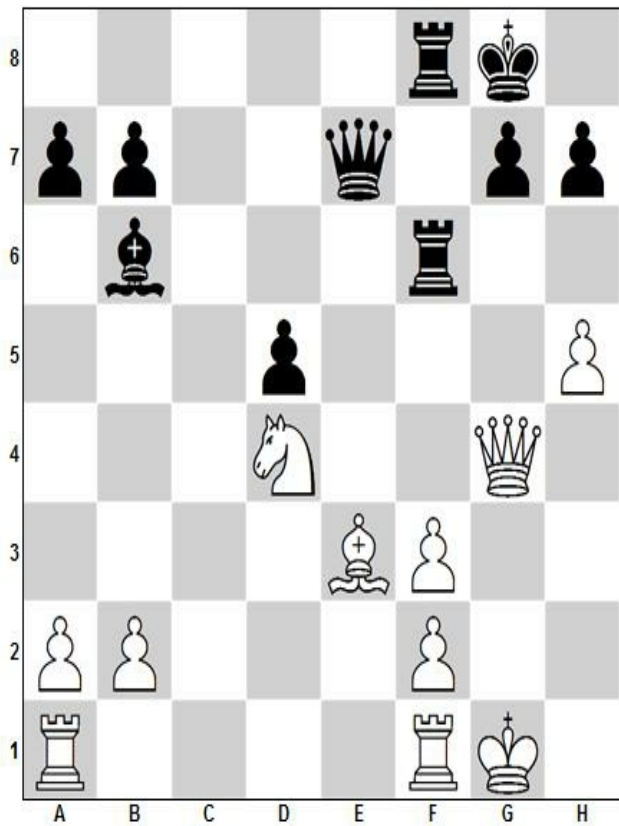
(41) Black to move



28...Rc1+ leads to a simple back rank mate after **29.Rd1 Rxd1** where the black bishop helps cover the h3 escape square.

From the game Abraham Grinberg (1060)
– Phillip Brown (1641), October 18,
2011, Denver Chess Club, Round 3,

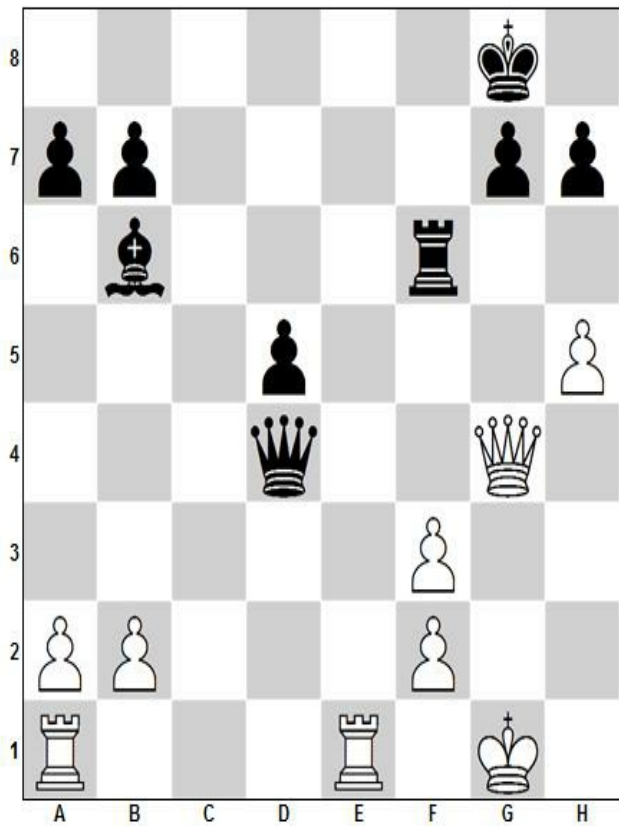
(42) White to move



26.Bg5 pins and wins the rook to the queen.

From the game Ahriel Godoy (1404) –
Andre Patin (1642), October 18, 2011,
Denver Chess Club, Round 3

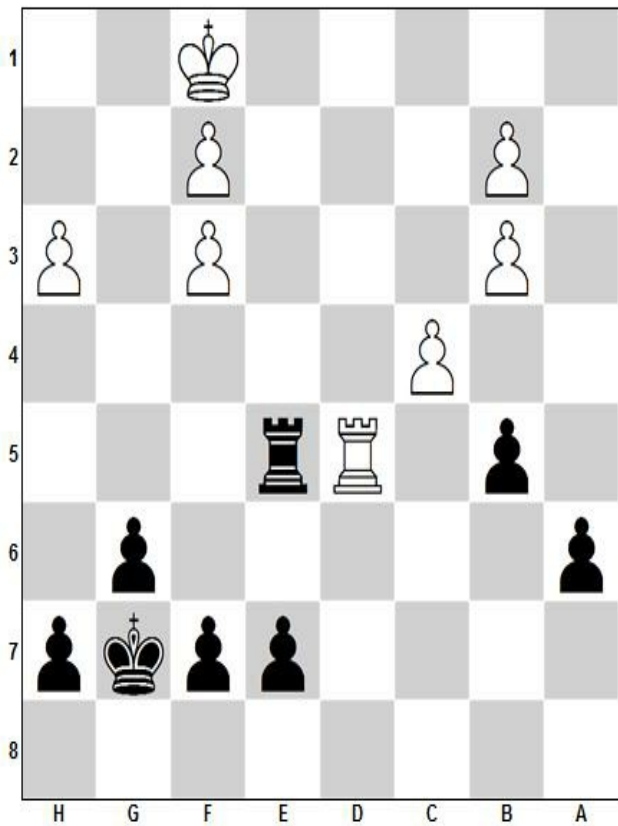
(43) White to move



29.Re8+ White has two attractive looking checks here, but **29. Re8+** is better. If **29...Rf8 30.Qe6+** followed by **31.Rxf8#**. If **29...Kf7 30.Qd7#**

From the game Ahriel Godoy (1404) – Andre Patin (1642), October 18, 2011, Denver Chess Club, Round 3

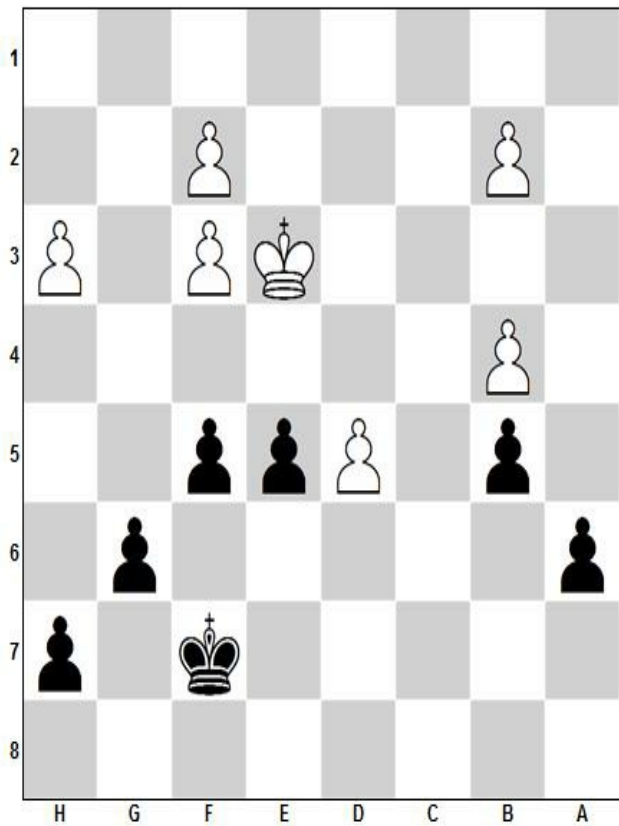
(44) Black to move



25...Rxd5 keeps it simple, and trades down into a winning endgame. Material is even, but white's pawns are such an isolated and doubled mess, that black will have no trouble winning.

From the game Justin Alter (1529) vs Randy Schine (1690), October 18, 2011, Denver Chess Club, Round 3

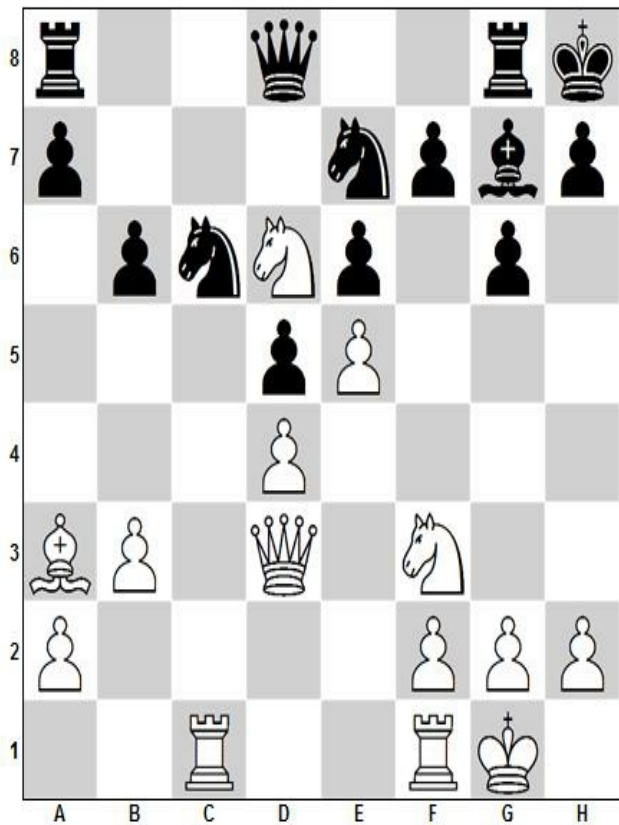
(45) Black to move



29...g5 makes it difficult for white to make any progress in this position, because of his doubled and isolated pawns.

From the game Justin Alter (1529) vs
Randy Schine (1690), October 18, 2011,
Denver Chess Club, Round 3

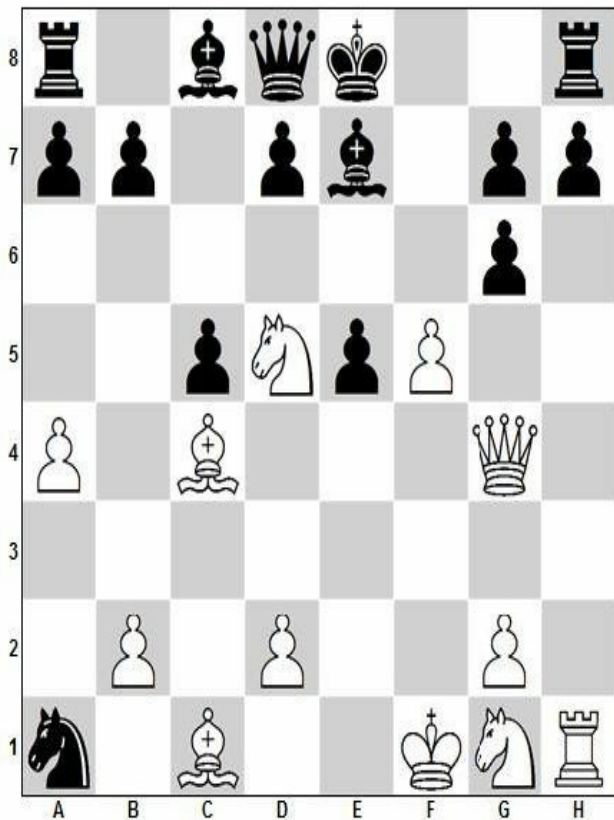
(46) White to move



18.Nxf7# Is a nice smothered mate (and forks the king and queen for extra style points).

From the game MrSamsonite - tamachi,
Rated Game <http://en.lichess.org/>
November 7, 2011.

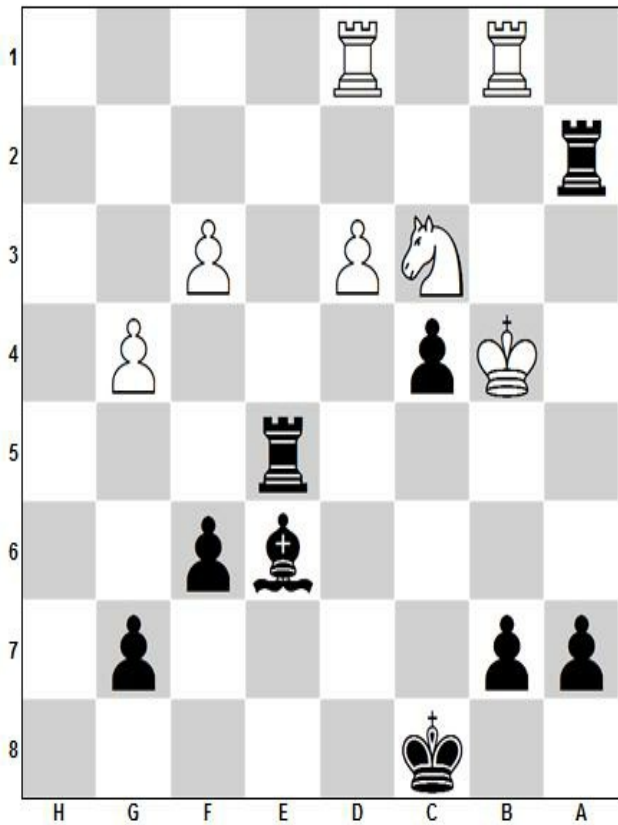
(47) White to move



13.Rxh7!! is a beautiful move that attacks the rook on h8, and removes the defender of the g6 pawn. If **13...Rxh7 14.Qg6+** picks up a second pawn, forks the King and Rook, and forms a dangerous mating net around the Black King.

From the game ZonaGrad (1956) vs Libellule (1376), July 2011 Threesomes, redhotpawn.com

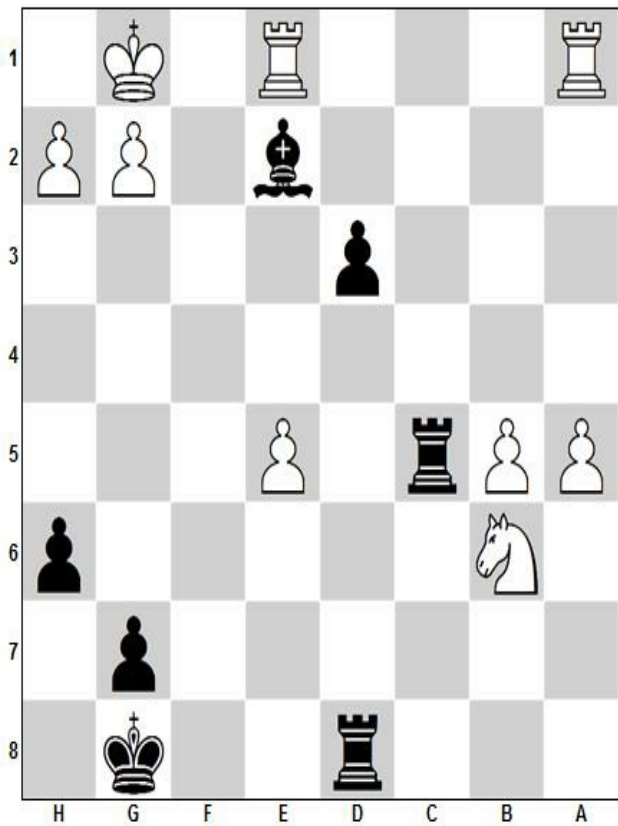
(48) Black to move



32...a5# is a cute mate with an assassin pawn.

From the game Macroman (1634) –
mikelom (2009), Clan challenge,
November 17, 2010, redhotpawn.com

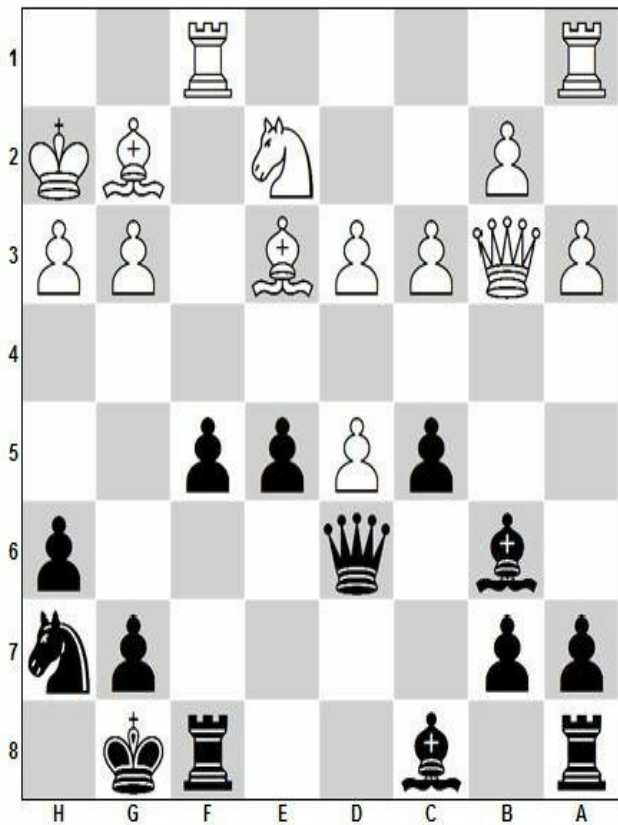
(49) Black to move



36...d2 Pushes the pawn and white will have no way to stop it from becoming a queen.

This move was missed in the game
DuWayne Langseth – Paul Anderson,
Colorado Springs Chess Club
Championship, November 1, 2011

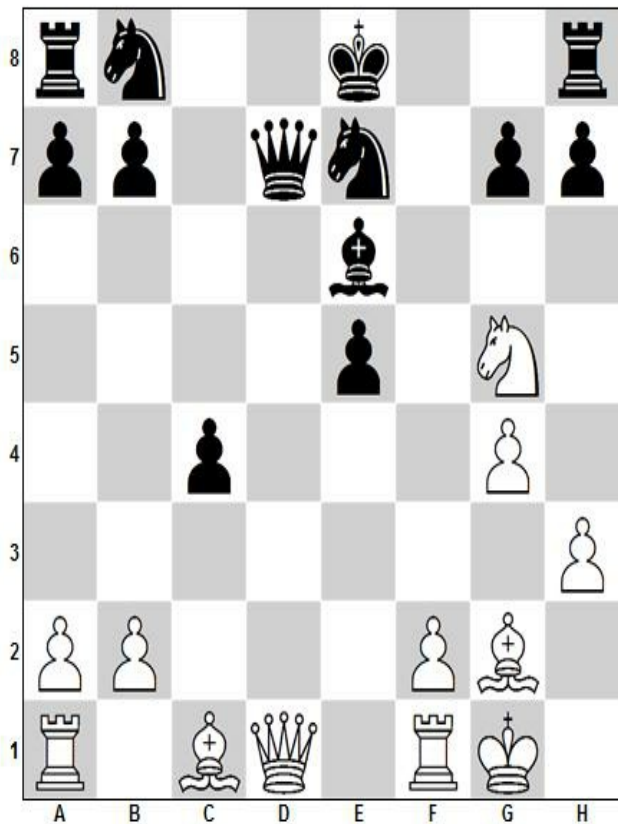
(50) Black to move



17...c4 is a discovered attack, which attacks the bishop on e3 and the queen on b3 at the same time.

This move was missed in the game David Hartsook (2077) – Ahriel Godoy (1404), October 10, 2011, Denver Chess Club, Round 2. Black played 17...g5?? instead.

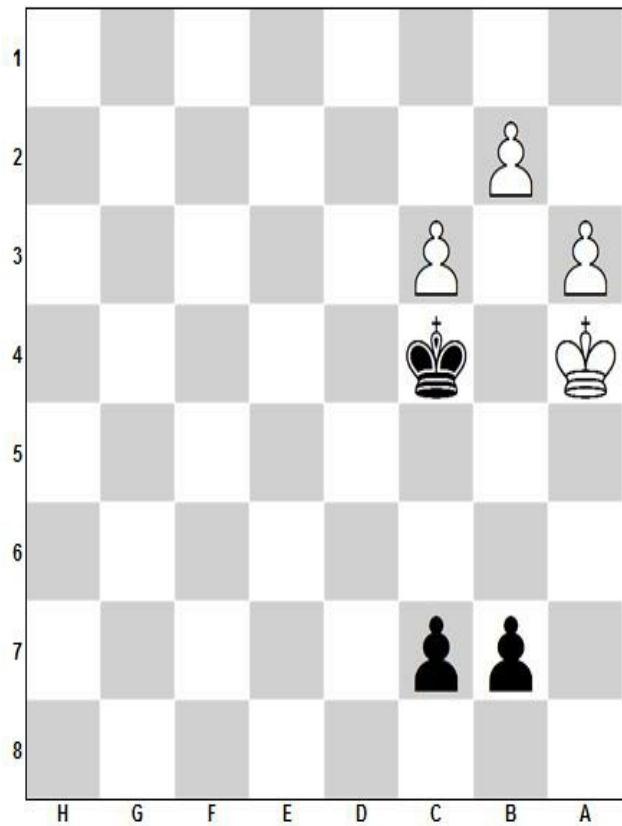
(51) White to move



16. Nxe6 defects the queen away from defending the b7 pawn, which would allow white to win the rook on a8. For example, ***16. Nxe6 Qxe6 17. Bxb7 Nbc6 18. Bxa8.***

Variation from the game RevRSleeker (2179) – hunterknox (1609), Challenge redhotpawn.com, February 10, 2009

(52) Black to move



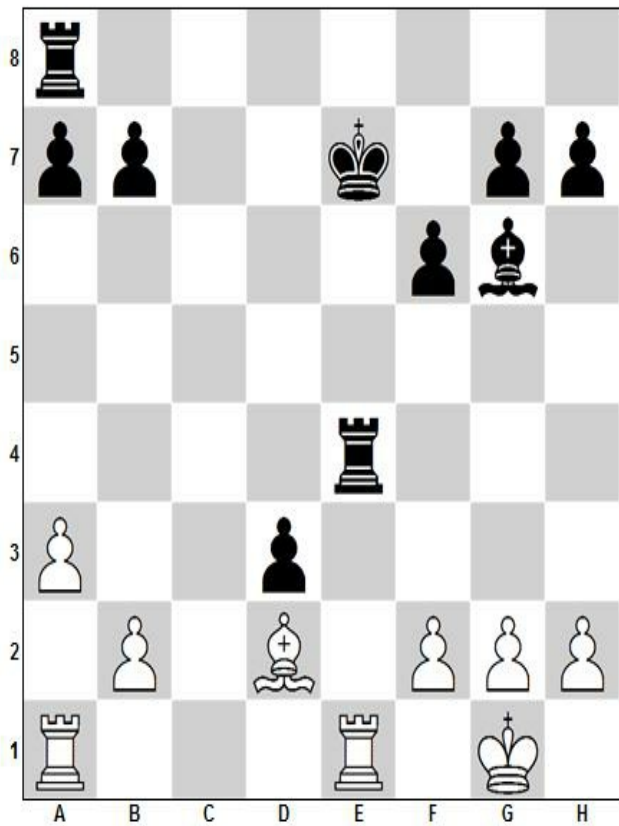
40...b6 puts white in an interesting zugszwang. White has only two moves after this, b3 or b4. After **41. b3 41. Kxc3 42. b4 Kc4 43. b5 Kc5 44. Kb3 Kxb5.**

This one is challenging, and is a good one to set up on a real board and play out if you have trouble seeing it. In the real game white imploded, and ended up losing and getting mated after **40...b6 41. b4 c6 42. b5 cxb5#**

From the game Nallapuh (1910) vs rcstas (1490), clan challenge, December 14,

2005, redhotpawn.com

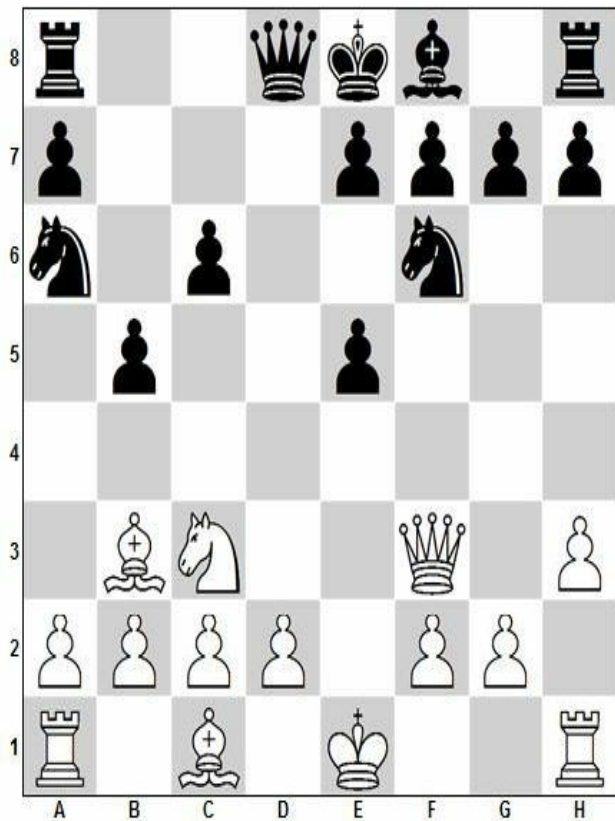
(53) White to move



22. Rxe4+ sets up an absolute pin. After **22... Bxe4** **23. Re1** White will win the bishop with **24. f3**.

From the game cashthetrash (1536) vs JS357 (1587), Challenge
timeforchess.com, February 8, 2009

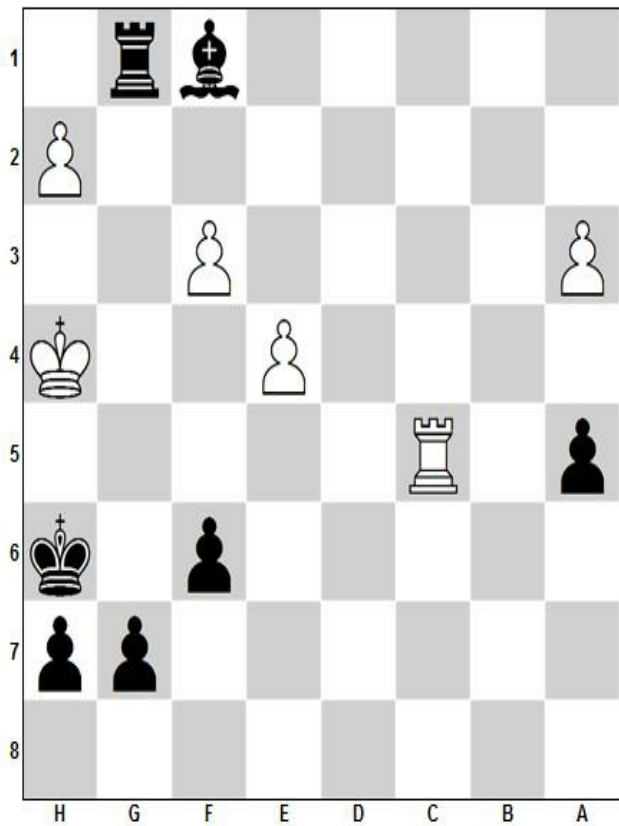
(54) White to move



9. *Qxc6*+ forks the Knight and King and
"LPDO" - Loose Pieces Drop Off.

From the game Sandip Srinivas (762)
Jorden Lam (390), goodwin03 bcc, Round
2

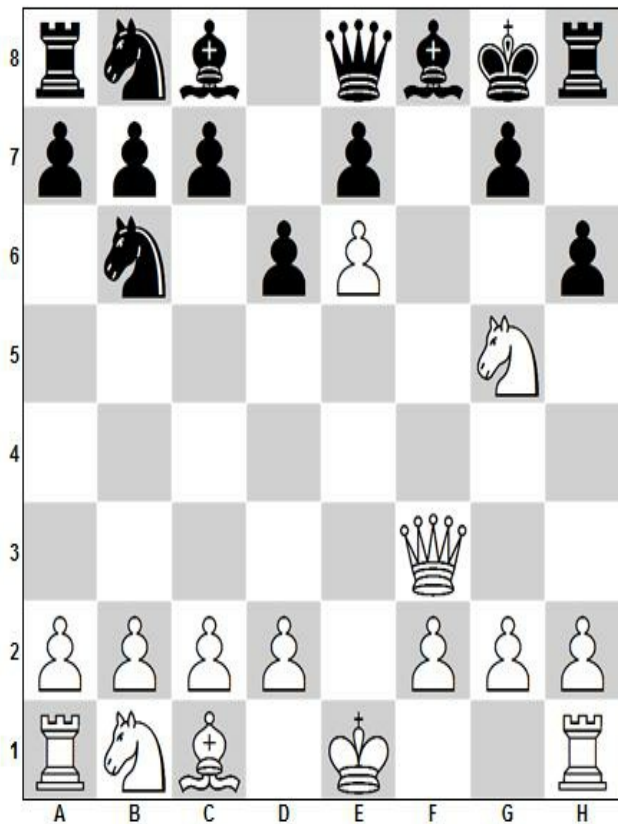
(55) Black to move



41...g5+ and mate after ***42.Rxg5 fxg5#***

From the game cashthetrash (1536) vs
JS357 (1587), Challenge
timeforchess.com, February 8, 2009

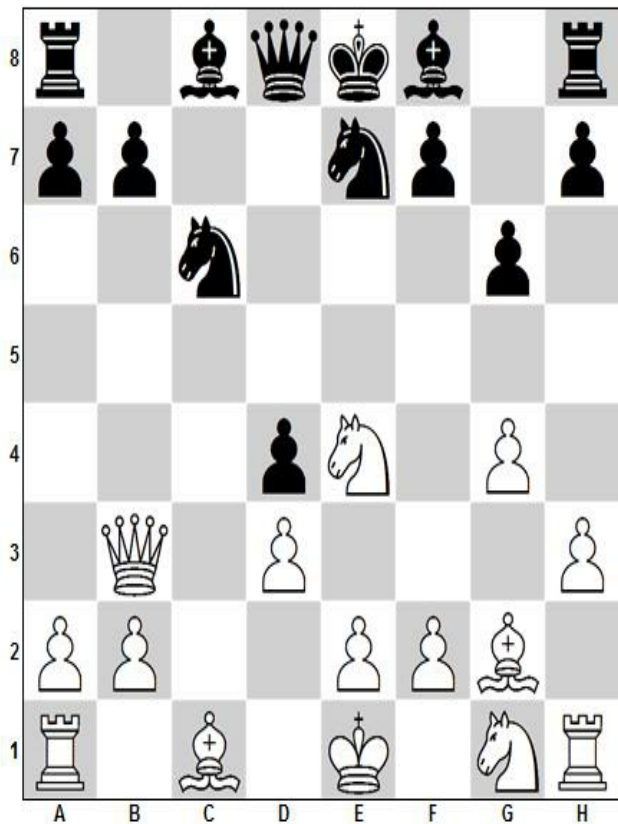
(56) White to move



9.Qf7+ and a pretty mate the next move
after **9...Qxf7 10.exf7**.

From the game morgski (1841) vs jolivos
(1565), Open invite redhotpawn.com,
August 30, 2006.

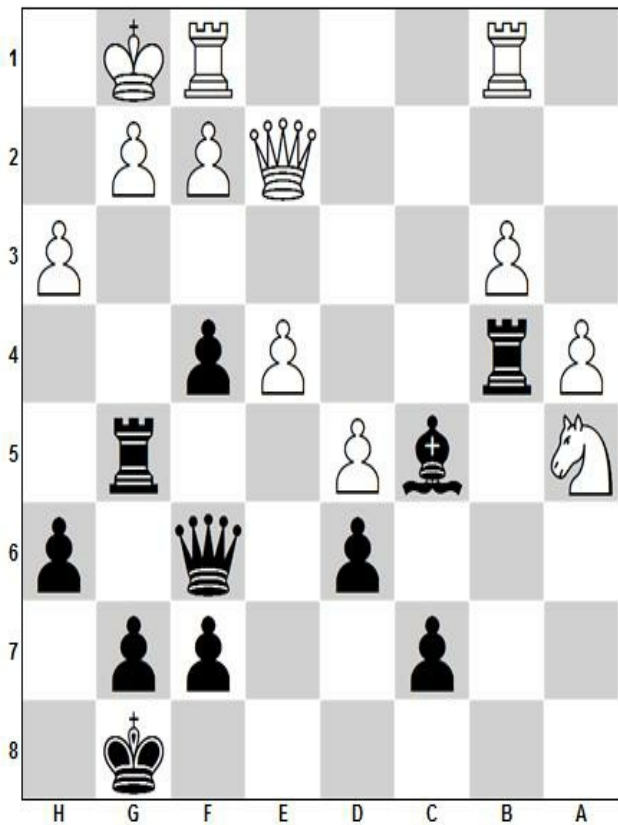
(57) White to move



10.Nf6# the knight smirks to the queen and says "I got this" and delivers smothered mate all by himself. On the previous move which was **9...Nbc6??** Fritz annotated this move as "strolling merrily down the path to disaster".

From the game Tim Brennan (1769) - Eric Massey (1373), Regis Jesuit Grand Prix #6, Round 3, February 24, 2007

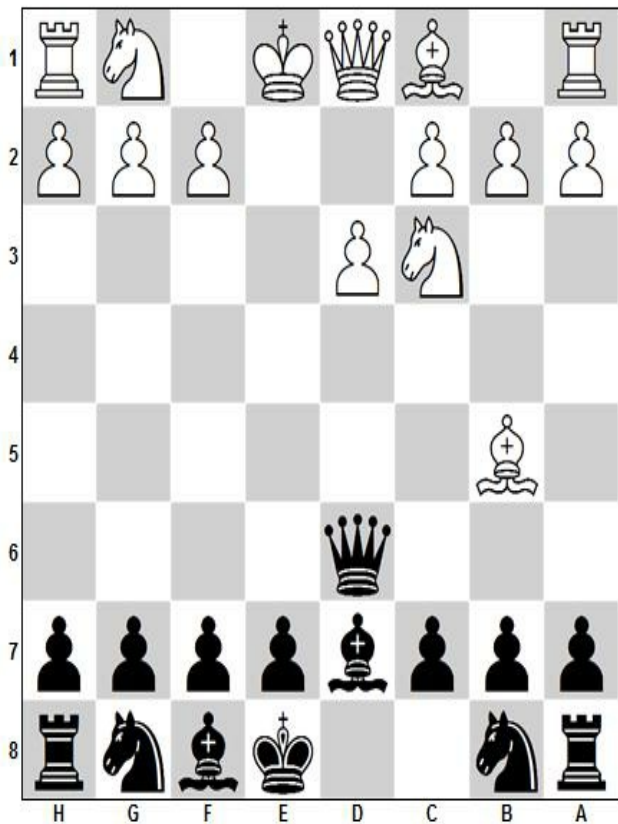
(58) Black to move



25...f3 threatens the queen on e2 and double attacks the vulnerable pawn on g2.
If 26.Qxf3 Qxf3 and the g pawn cannot recapture because it is pinned.

From the game johnny mac (1480) vs Luck (1545), October 2011 One Zero Split 1550-1575, Round 1

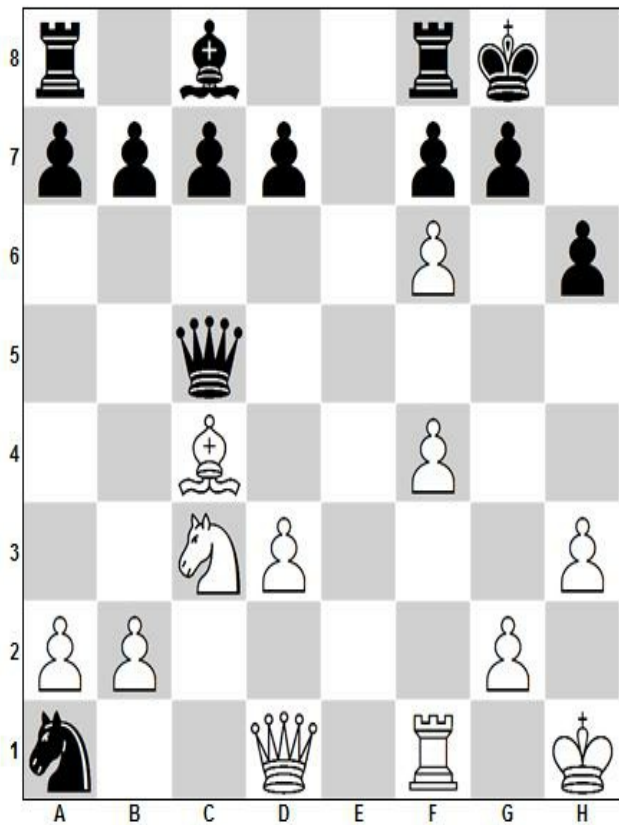
(59) Black to move



5...Bxb5 wins a piece. If **6. Nxb5 Qe5+** forks the knight and King.

From the game Babis14 (1553) vs artekmc (1778), Let's Play! Chess.com, November 10, 2008

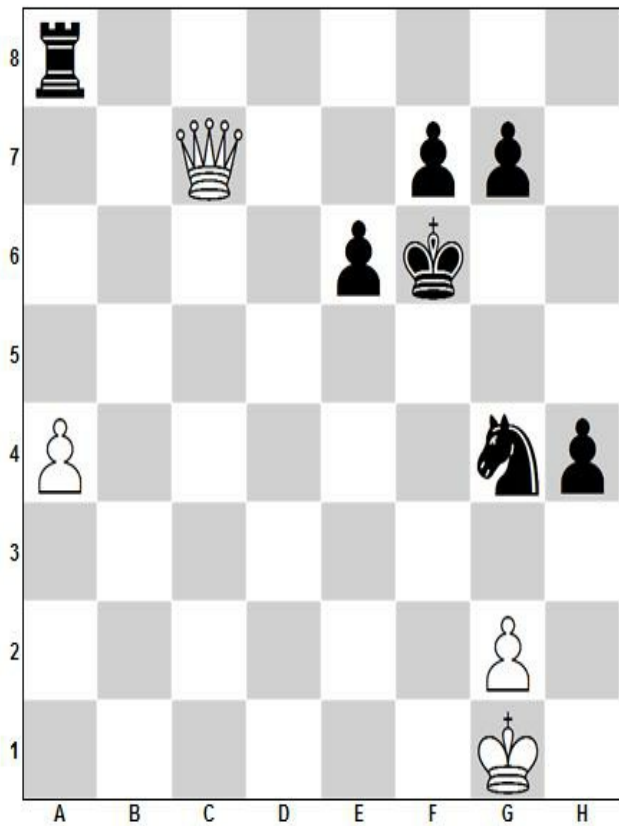
(60) White to move



15.Qg4 threatens mate on g7. If **15...g6**, white plays **16.Qxg6+**, because the f7 pawn is pinned, and mate the next move.

From the game Luck (1545) vs johnny mac (1480), October 2011 One Zero Split 1550-1575, redhotpawn.com

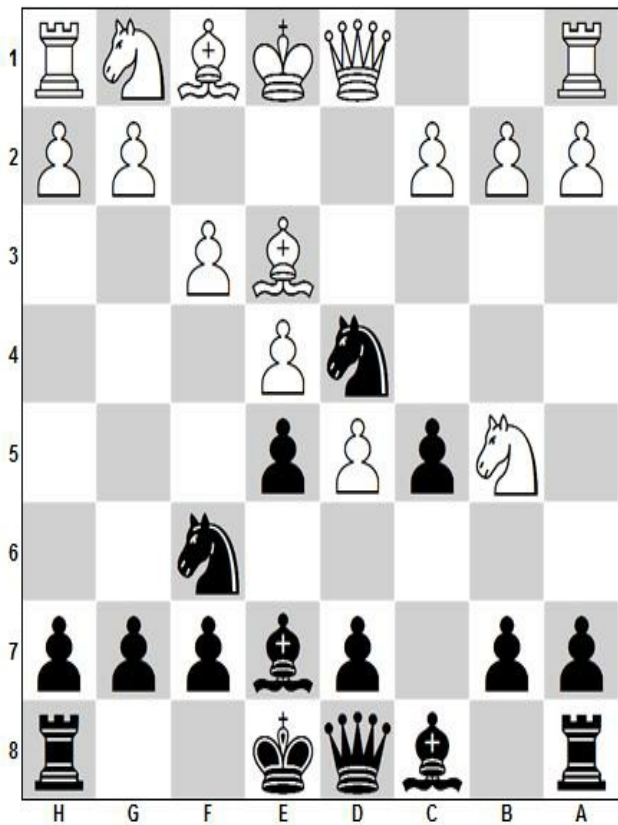
(61) White to move



38. Qf4+ is a close range fork of King and Knight

Missed in the game Babis14 (1553) vs artekmc (1778) Let's Play! Chess.com, November 10, 2008. White played 38. a5 instead, missing a chance to win a piece and simplify into a winning endgame.

(62) Black to move



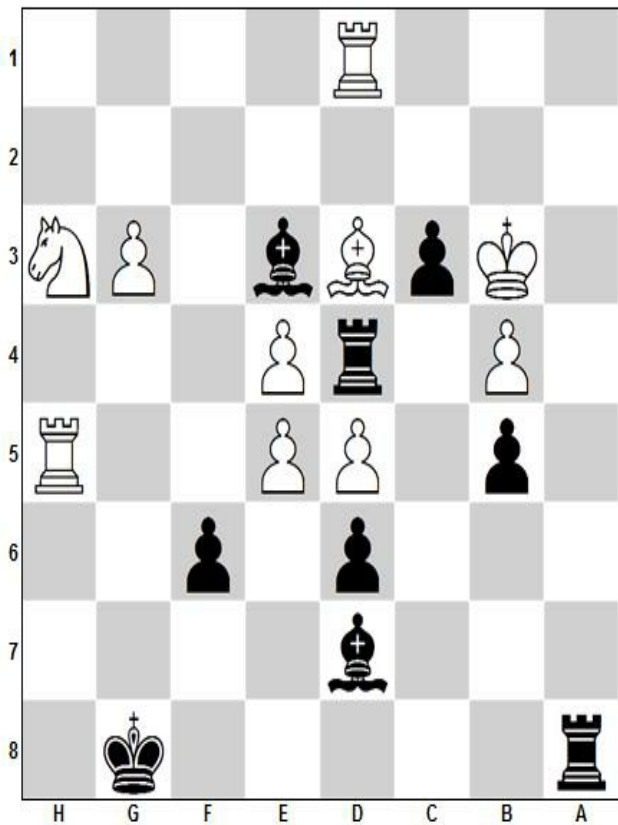
7...Nxb5 After **8.Bxb5 Qa5+** wins a piece. This is a very valuable tactical pattern to know. Early queen checks in the opening on the a and h files are great at picking up loose pieces on the 4th and 5th ranks.

In the game Black played the first move of the combination with 7...Nxb5, but missed the kill shot Qa5+, and played the boring and passive a6?? instead. Remember to “check all checks!”

From the game paulwall (1221) vs rolef

(1451), winner takes all, October 29, 2008.

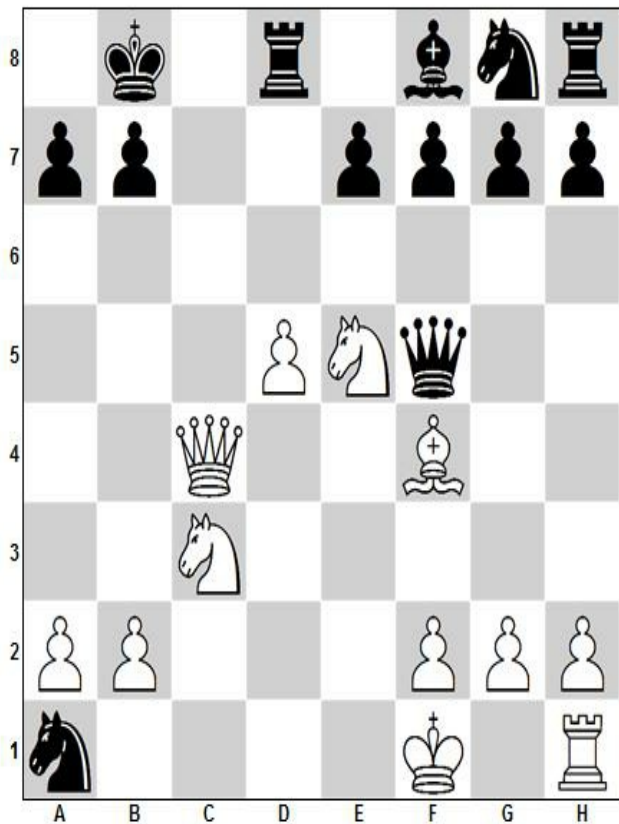
(63) Black to move



32...Bg4 forks the two white rooks.

From the game paulwall (1221) vs rolef (1451), winner takes all, October 29, 2008.

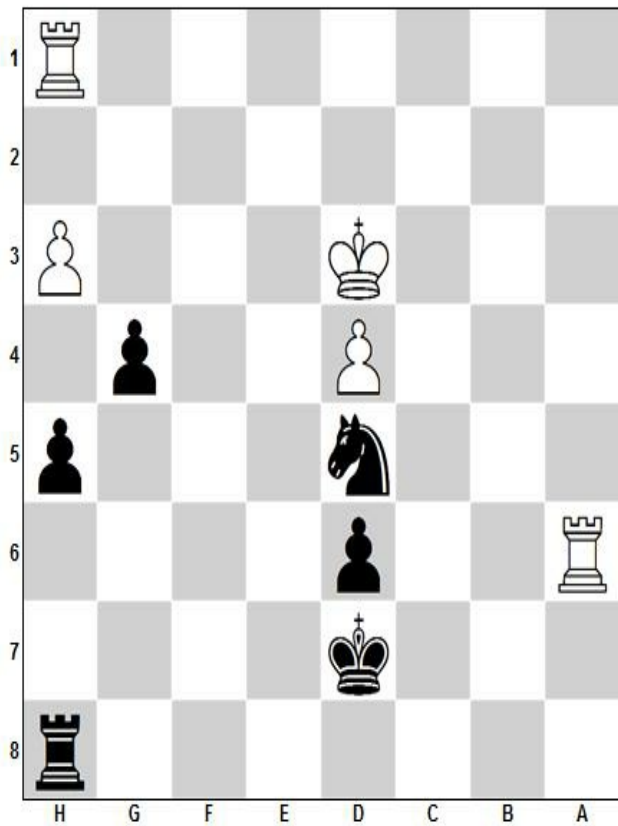
(64) White to move



15.Nd7+ is a nice discount double check that leads to mate after **15...Ka8** (only move) **16.Nb6+!! axb6** (only move) **17.Qa4#**

From the game jxd (1925) – Orentas (1367), Let's Play! Chess.com, August 9, 2007

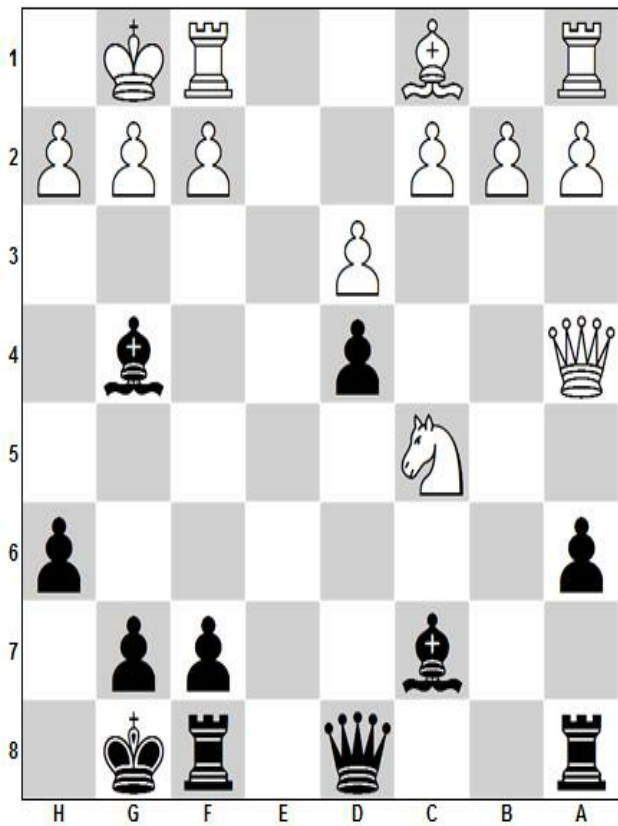
(65) Black to move



36...Nb4+ Forks King and Rook.

From the game aatef (1342) –
akhockeyplaya07 (1429), Let's Play!
Chess.com, September 12, 2007

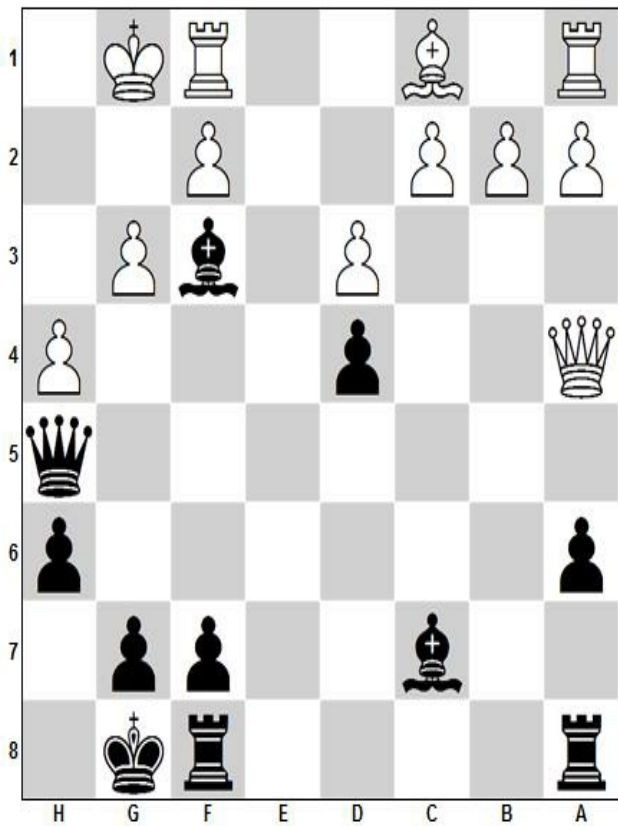
(66) Black to move



18...Qd6 threatens mate on h2 and the knight on c5. White cannot defend both threats.

From the game GomeZeta (1477) vs
scurry (1978), Reg Reg Big 3, Round 1,
January 28, 2009

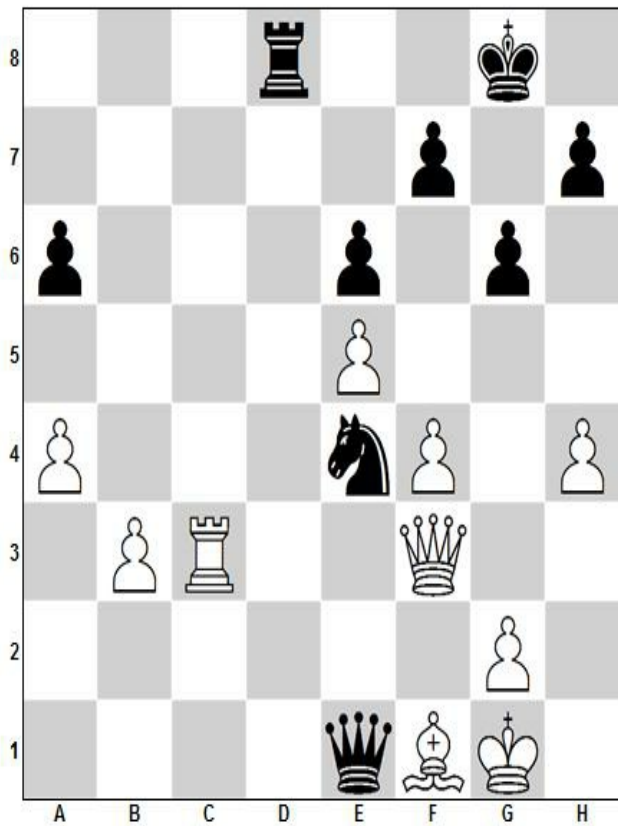
(67) Black to move



22...Qg4 puts white in position to infiltrate the light squares. No need for anything crazy here.

From the game GomeZeta (1477) vs
scurry (1978), Reg Reg Big 3, Round 1,
January 28, 2009

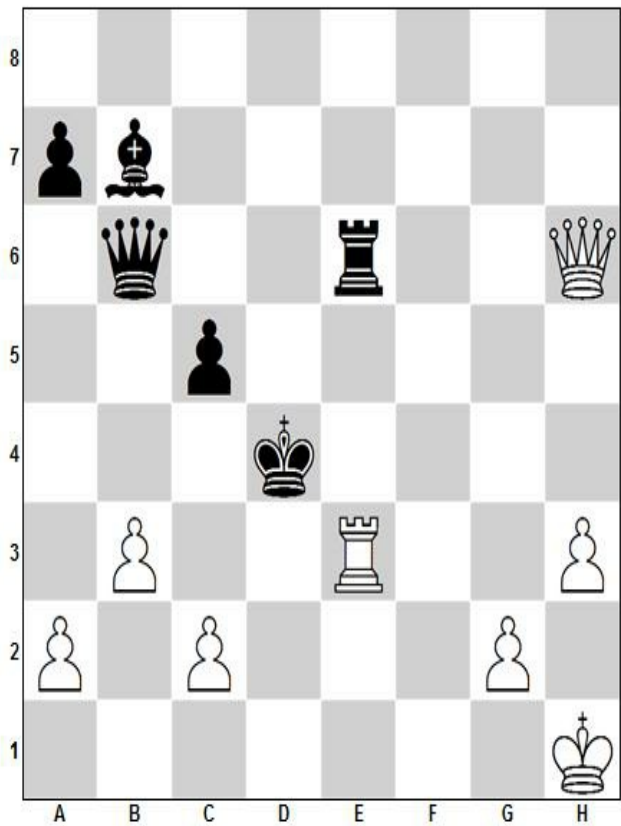
(68) White to move



32.*Re3* forks the Queen and Knight.

From the game lithium11 (1696) –
papillons (1501), Mental warfare ^_^,
November 24, 2008

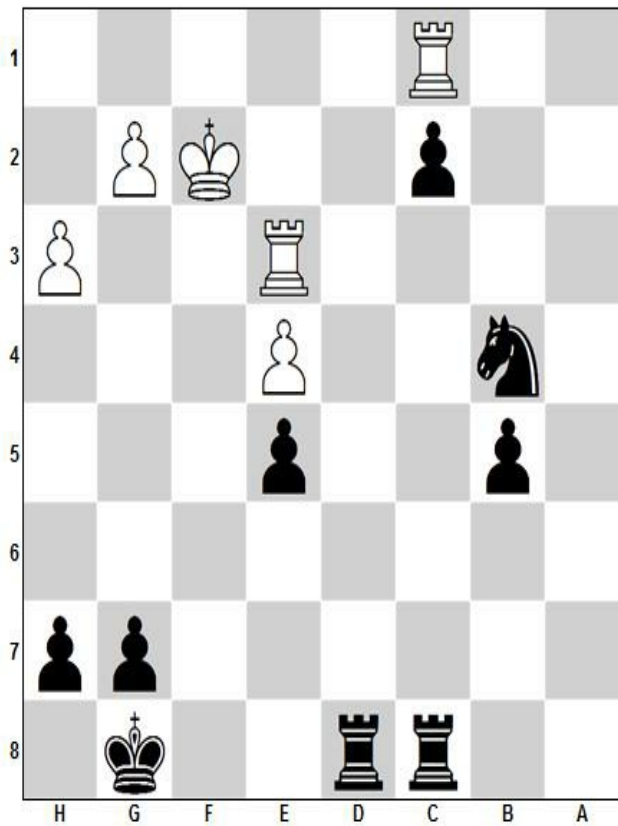
(69) White to move



38. Qf4+ Black is in big trouble with their king stuck in the middle. **34. Qf4+ Be4 (1... Re4 2. Rd3#) (1... Kd5 2. c4+ Kc6 3. Rxe6+) 2. Rd3#**

Missed in the game johnny mac (1480) vs Leellen (1207), October 2011 Hardcore Grand, Round 1, October 15. 2011

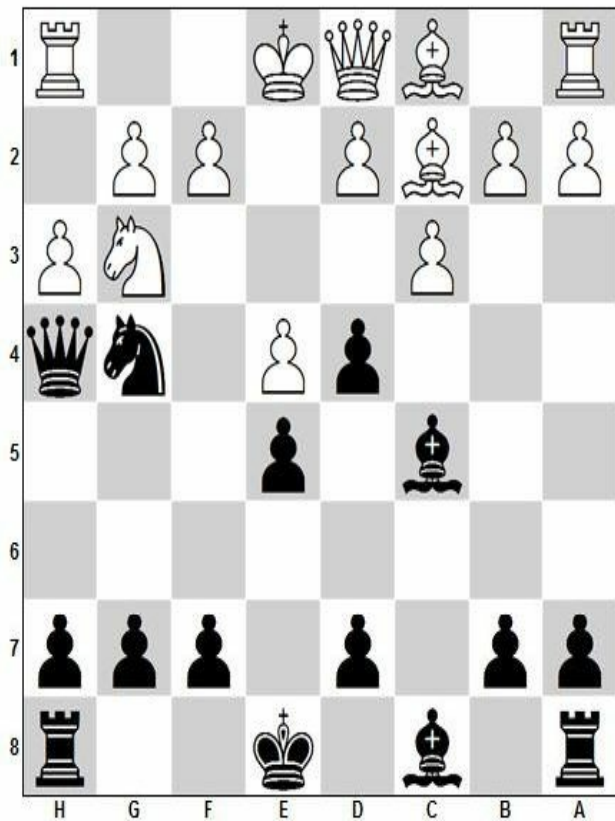
(70) Black to move



34...Nd3+ forks the King and Rook, and forces white to give up the exchange.

From the gam johnny mac (1480) –
wdbailey (1388), October 2011 Hardcore
Grand I, Round 1

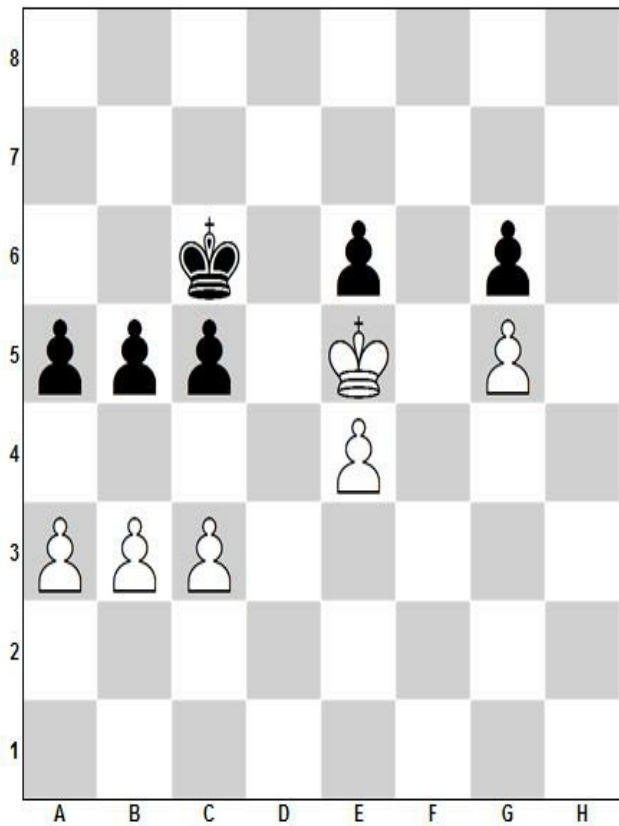
(71) Black to move



11...Nxf2 deflects the white king and forks the white rook and queen. If **12. Kxf2** then **12...d3+** discovers an attack on the king by the bishop, winning back the sacrificed piece, and creating a mating net around the white king.

From the game Philip Semenenko (1103) – comet (1412), goodwin03 bcc, Round 3

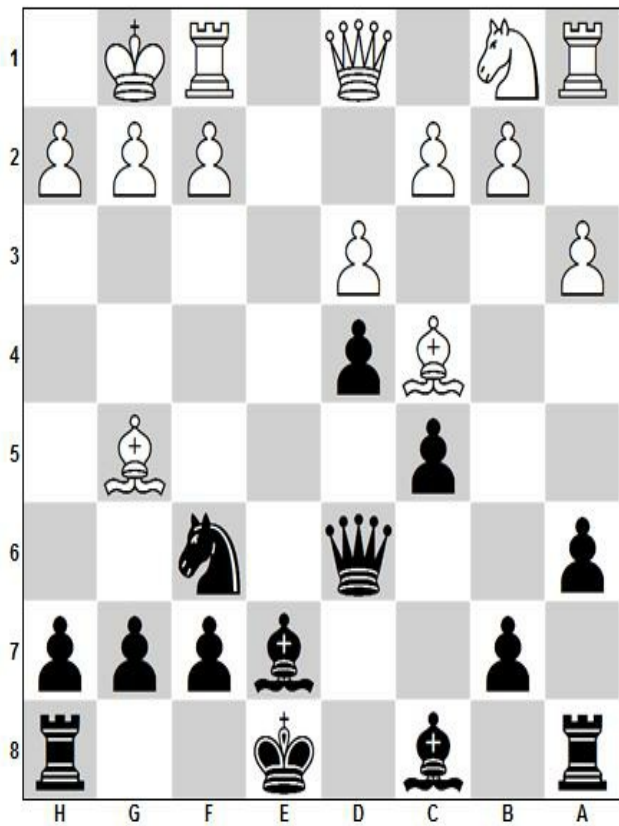
(72) White to move



39.b4 prevents black from doing the "Every Russian Schoolboy knows" endgame trick with three pawns facing each other. If instead white would play **39. Kxe6** black can get a passed pawn with **39...b4** (although white is still winning).

From the game johnny mac (1480) – Marko Krale (1752), October 2011
Hardcore Grand I, Round 1

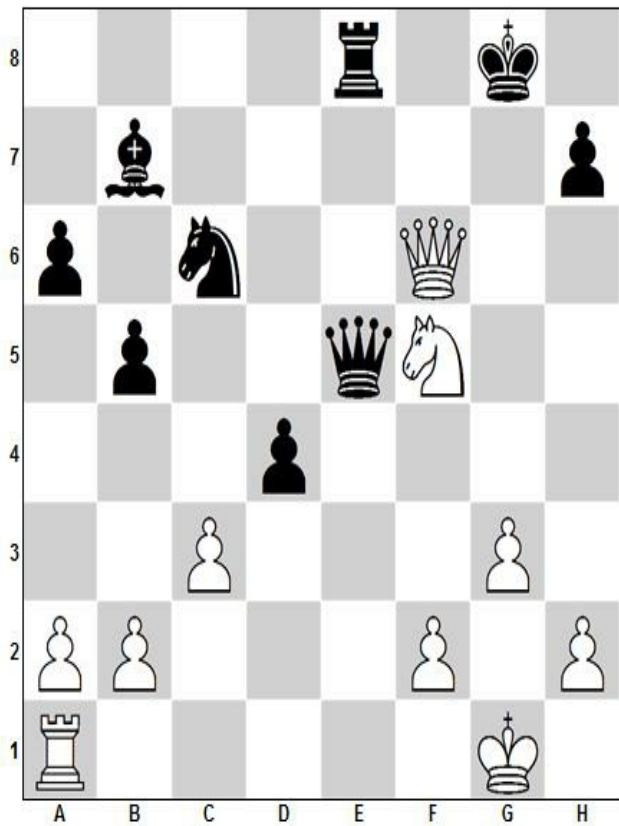
(73) Black to move



11...Ng4 threatens mate on h2 and discovers an attack on the bishop on g5 at the same time.

From the game johnny mac (1480) - dinc168 (1342), October 2011 Hardcore Grand I, Round 1

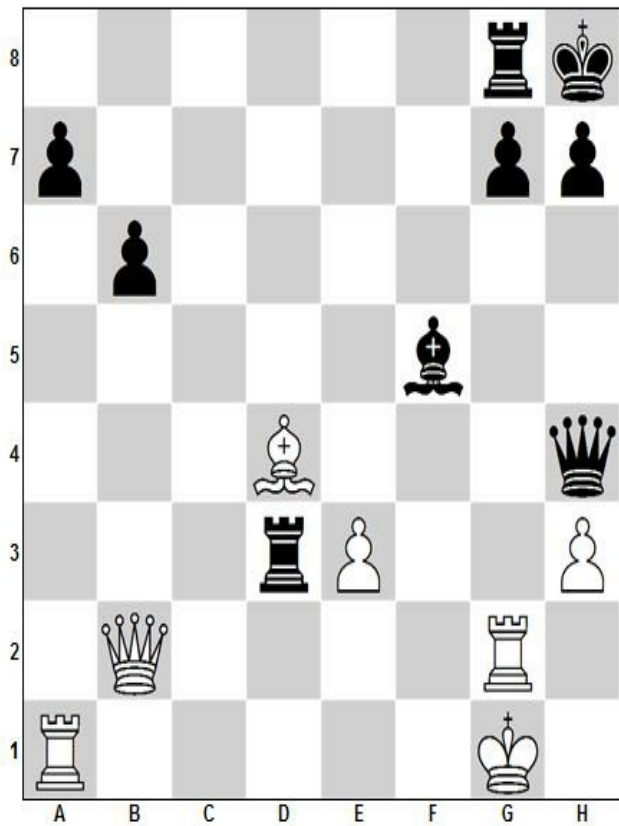
(74) White to move



27.Nh6# Is a nice mate with knight and queen working well together.

From the game osama98 (2121) –
Ayodele (1599), Let's Play! Chess.com,
May 6, 2009

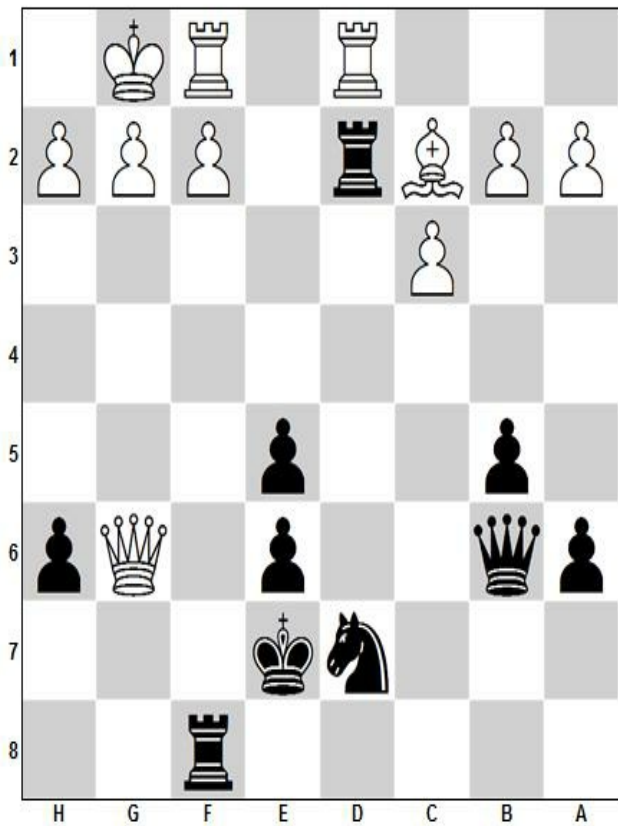
(75) White to move



38.Bxg7+and mate after **38...Rxb7**
39.Qxg7#

From the game marcb0872 (1202) vs
johnny mac (1480), October 2011
Hardcore Grand 1

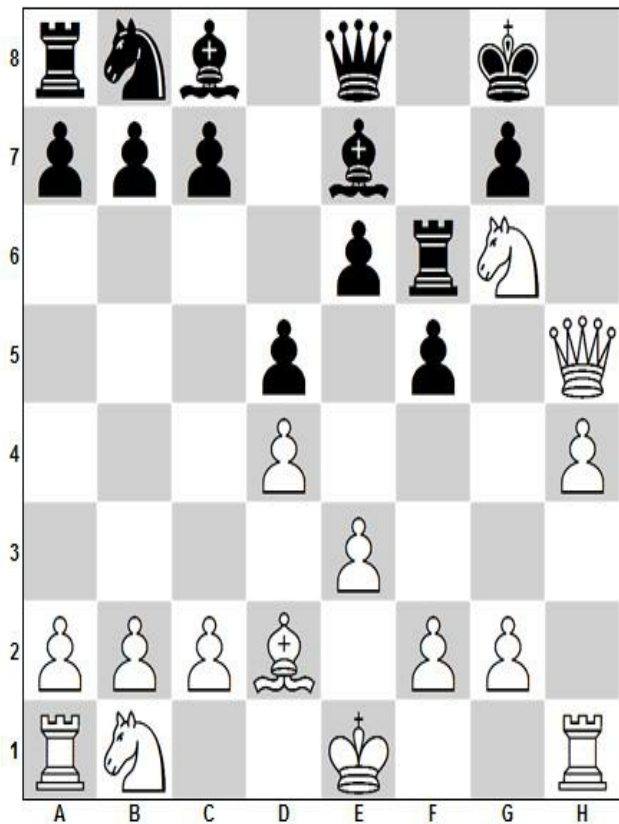
(76) Black to move



26...Rdxf2 grabs the f pawn that was attacked 3 times and only defended once, and is threatening lots of dangerous double and discovered checks. Note that **29...Rfxf2** doesn't work, because the rook on d2 is under attack, and black has nothing after **29...Rfxf2 30.Rxd2 Rxd2+ 31.Kh1**.

From the game longstreet (1487) vs JoseBenavidesG (1441), Let's Play Chess.com, August 25, 2009

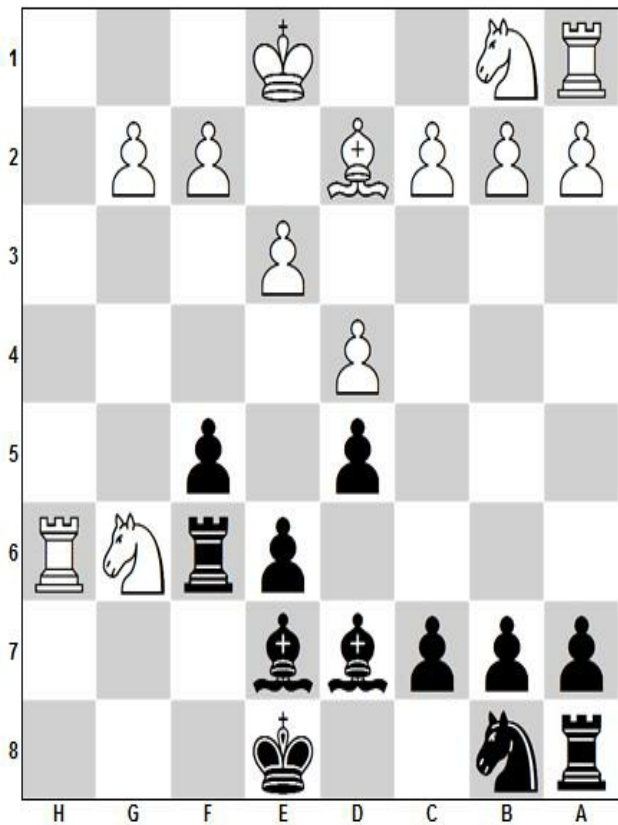
(77) White to move



11.Qh8+ Kf7 12.Ne5# is a nice mate with knight and queen working together like Batman and Robin. In the game White played 11. Qh8+ but then traded queens, missing the mate in one.

From happybvr (1309) vs johnny mac (1480), October 2011, Hardcore Grand I, Round 1

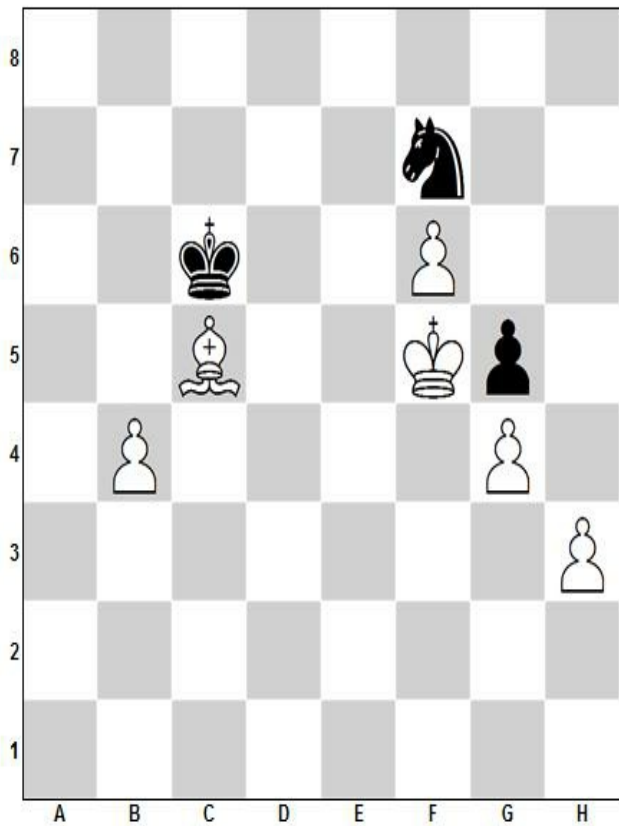
(78) Black to move



15...Bf8 removes the defender of the knight, which is also pinned to the rook. Neither piece can move and defend the other.

From happybvr (1309) vs johnny mac (1480), October 2011, Hardcore Grand I, Round 1

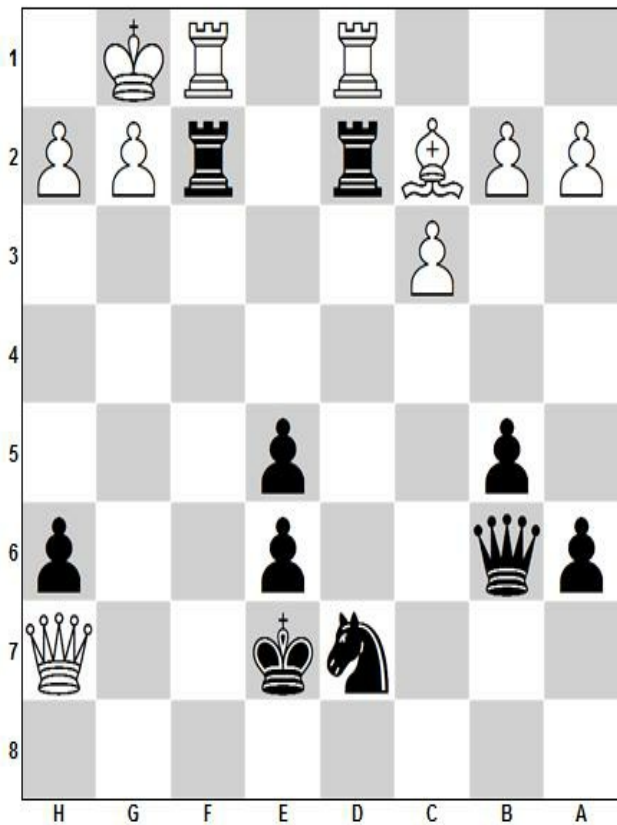
(79) White to move



55.Kg6 turns the king into an offensive weapon, forcing the knight to move, and give up protection of the g5 pawn.

From the game RookGrabber (1925) vs johnny mac (1480), Ladder, redhotpawn.com, October 10, 2011

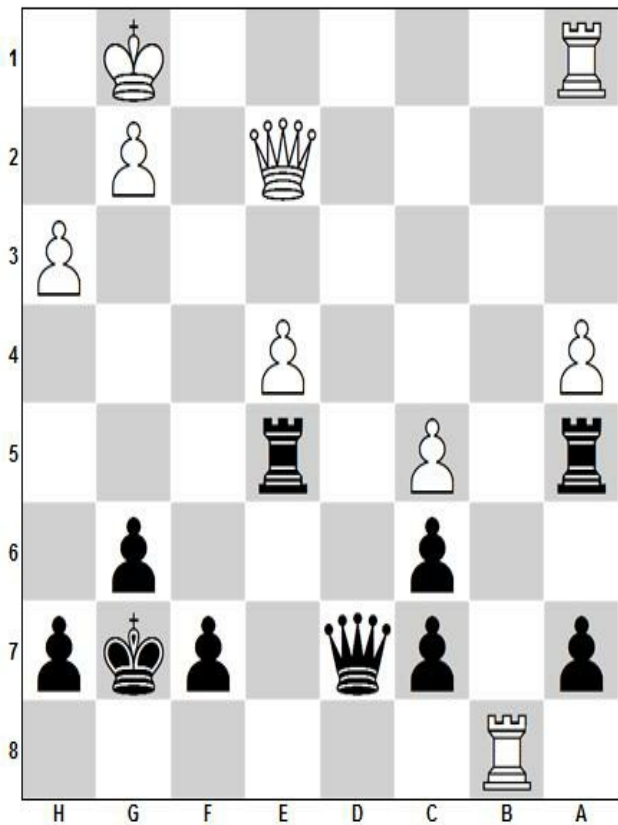
(80) Black to move



27...Rf7+ gets the black king out of check, and also puts the white king in a discovered check at the same time, winning the white queen on the next move. You did notice you were in check, right ;-)

From the game longstreet (1487) –
JoseBenavidesG (1441), Let's Play!
Chess.com, August 25, 2009

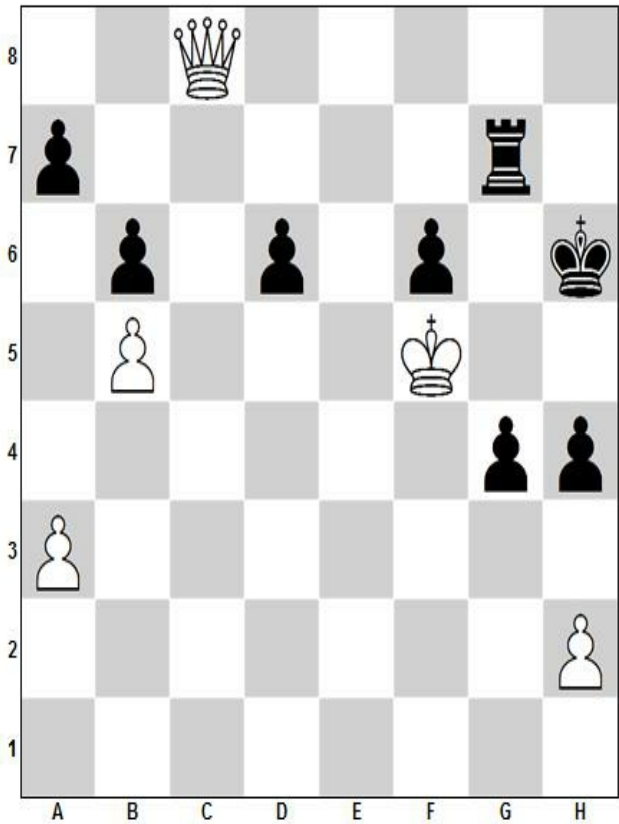
(81) Black to move



27...*Qd4*+ forks the white king and rook on a1.

From the game Uncle Stosh (1407) vs johnny mac (1480), October 1, 2011 Octet 1, Round 1, redhotpawn.com

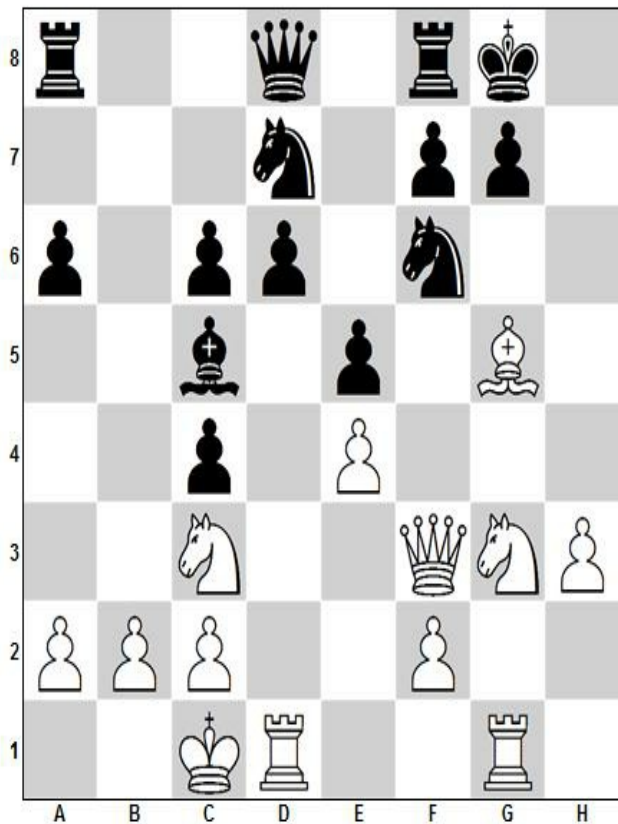
(82) White to move



42. Qh8+ Rh7 43. Qxf6+ Kh5 44. Qg5#

From the game Pawn_for_Hire (1810) vs
Quicknight (1674), 1st Rectangular
Grapple, Round 1, January 2, 2009

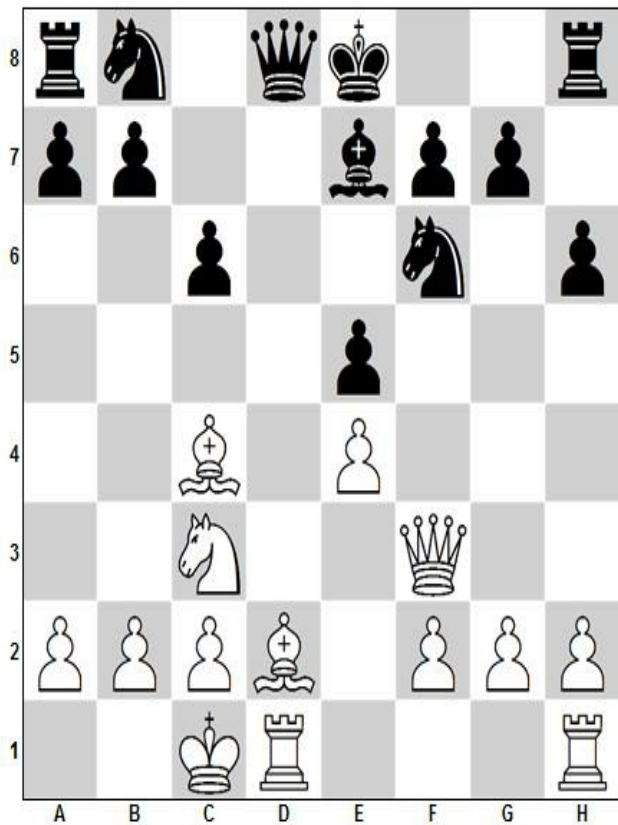
(83) White to move



15.Nh5 adds another attacker to the pinned knight on f6, and clears the path for the rook on g1 which indirectly pins the g7 pawn to the king.

From the game PAWN RIOT (2301) - johnny mac (1480), May 2001
Threesomes III, Round 2, September 25, 2011, redhotpawn.com

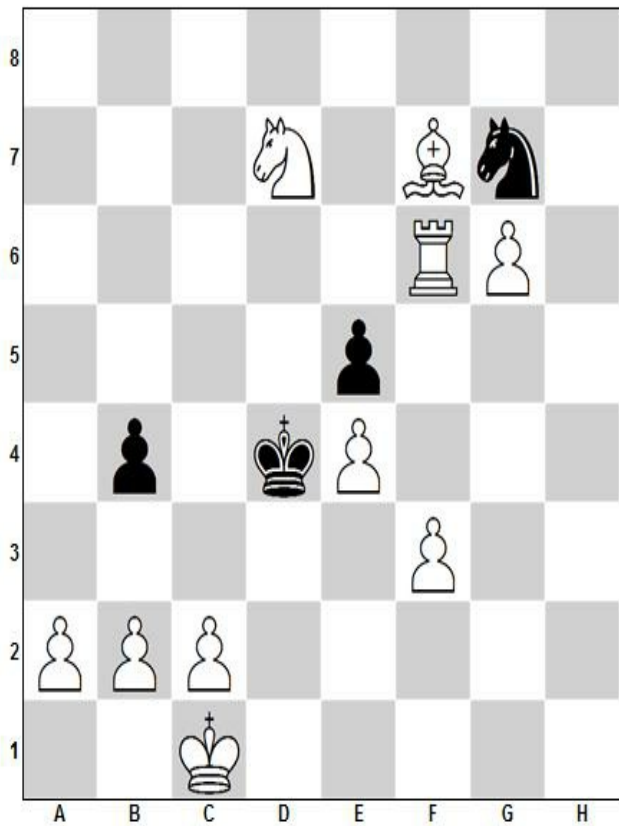
(84) White to move



10.Bxh6 picks up a pawn, while discovering an attack on the black queen. These types of tactics come up often when white castles queenside.

From the game Quanto (1468) - johnny mac (1480), Clan challenge, September 18, 2011, redhotpawn.com

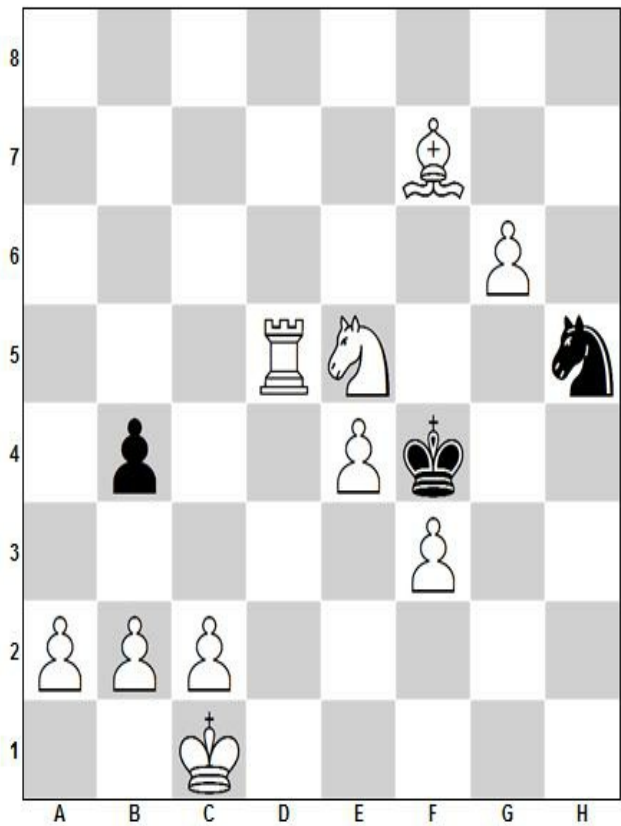
(85) White to move



40.Kd2 cuts off all the squares for the black king. When the king has no squares, any check will be mate. Cutting off squares is often better than giving a check, and just chasing the king around. After Kd2 white is threatening Rd6#

From the game Quanto (1468) - johnny mac (1480), Clan challenge, September 18, 2011, redhotpawn.com

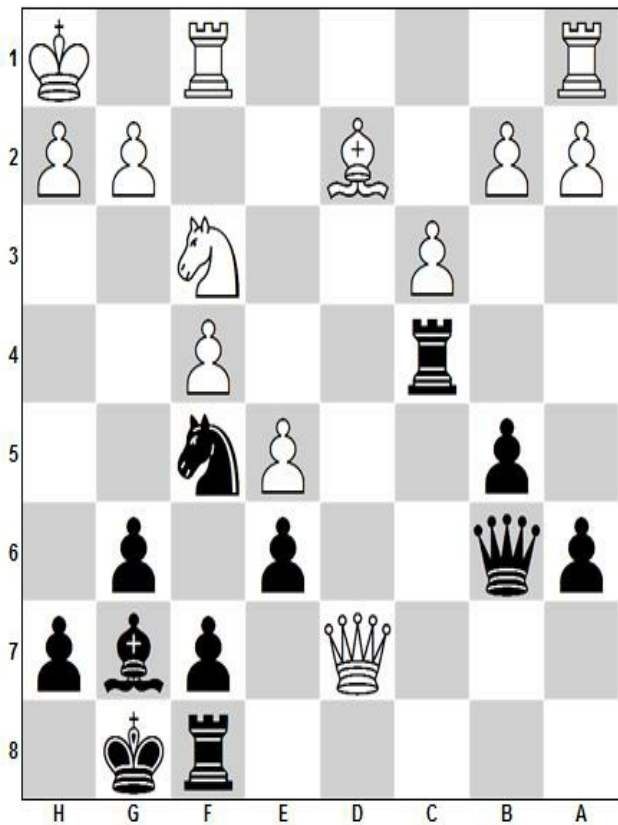
(86) White to move



43.Nd3+ discovers an attack on black's last remaining piece, the knight on h5. When your opponent won't resign, little tactics like this can save you time and energy to help end the game quickly.

From the game Quanto (1468) - johnny mac (1480), Clan challenge, September 18, 2011, redhotpawn.com

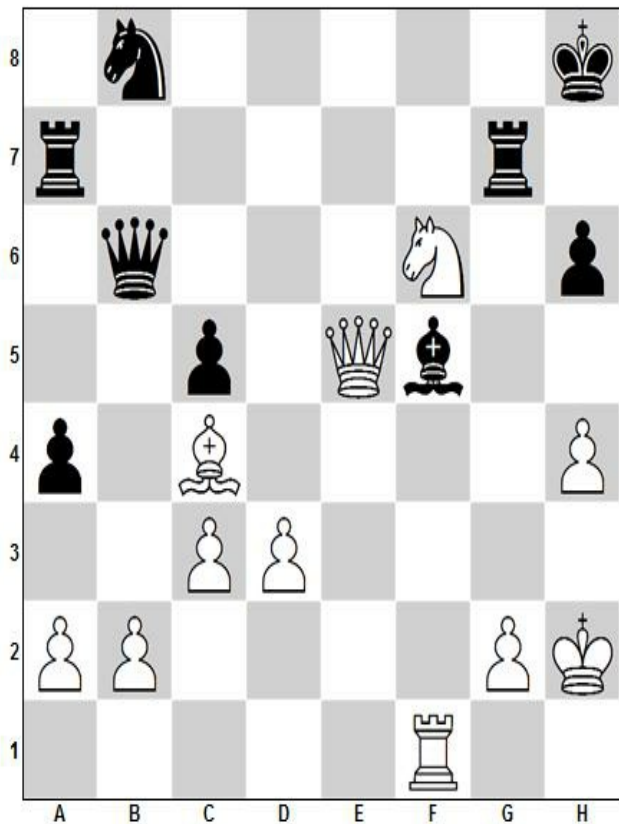
(87) Black to move



21...Rd8 causes Admiral Ackbar to exclaim "It's a Trap!" The White Queen is trapped, with no safe squares.

From the game johnny mac (1480) - sardodos (1463), Clan challenge, September 16, 2011, redhotpawn.com

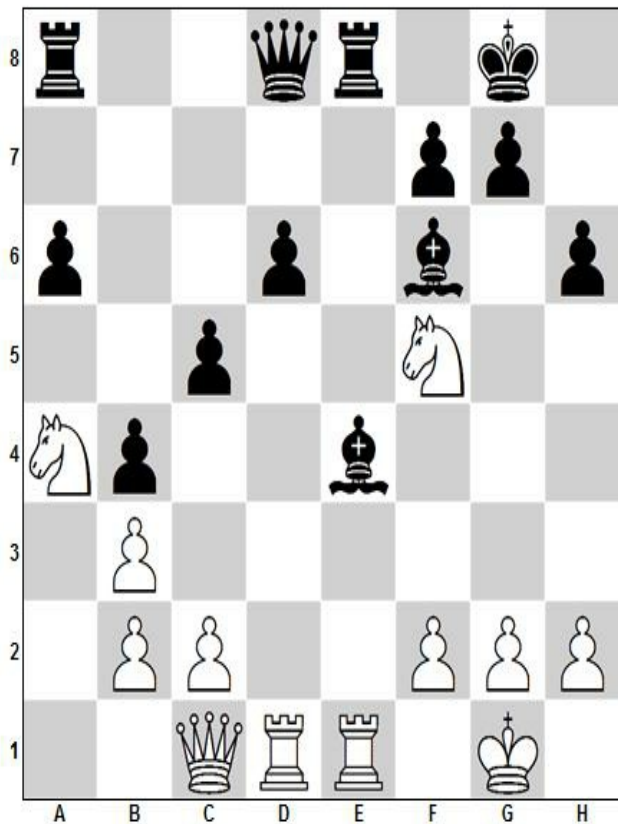
(88) White to move



White mates after *31.Qe8+ Rg8*
32.Qxg8#

From the game sardodos (1463) - johnny
mac (1480), Clan challenge, September
16, 2011, redhotpawn.com

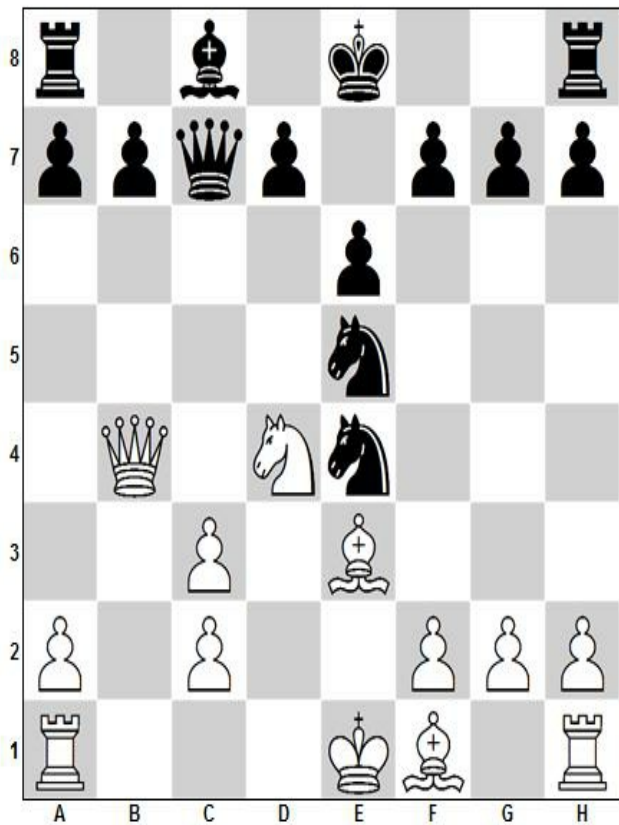
(89) White to move



20.Nxd6 is a simple move that gets the knight out of trouble (it was hanging on f5), wins a pawn that was under defended, forks the rook and bishop, and offers a discovered attack from the rook on the queen if it moves on the next turn.

From the game learningdad (1409) vs nedsmar (1590), 'Legends on the block' tournament, July 7, 2009

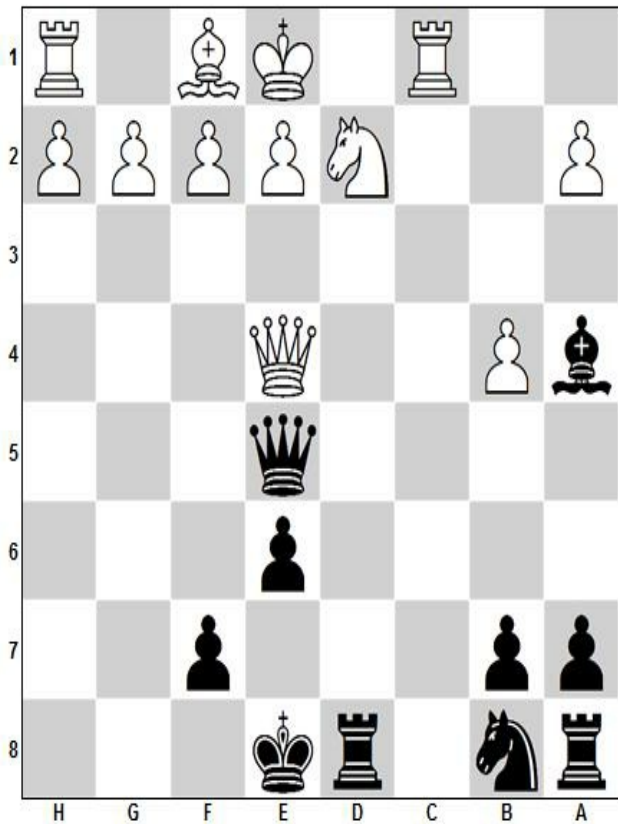
(90) White to move



11.Nb5 discovers an attack on the queen on c7 and the knight on e4. If **11...Qc6** to defend the knight, **12.Qxe4 Qxe4 13.Nd6+** wins a piece.

From the game dipzilla (2045) vs Cuba76 (1828), Sharp Checker! August 26, 2008.

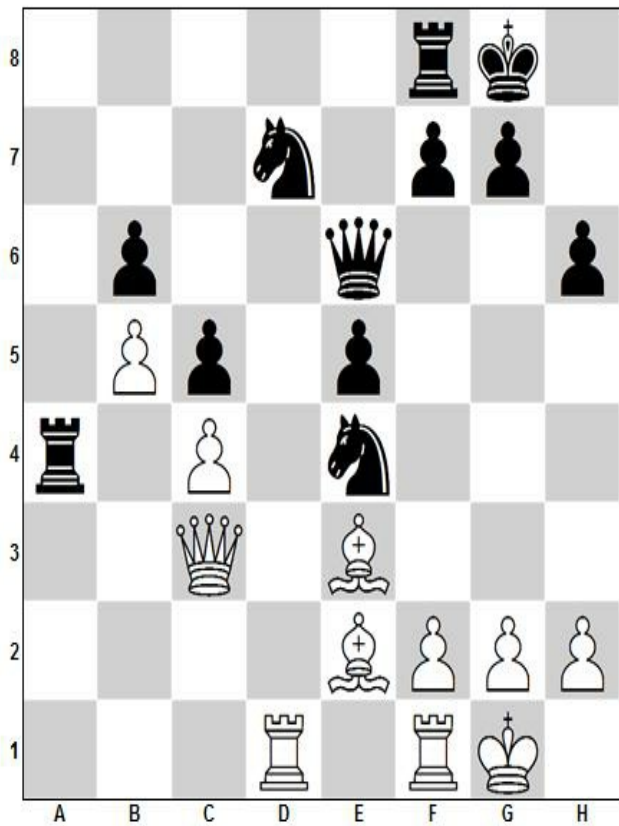
(91) Black to move



17...Qb2 threatens the rook on c1 and knight on d2. White has no way to meet both threats.

From the game seminoleman (1422) - DW_Batty (1952), Tarrasch Defense Tournament, April 2, 2009, redhotpawn.com

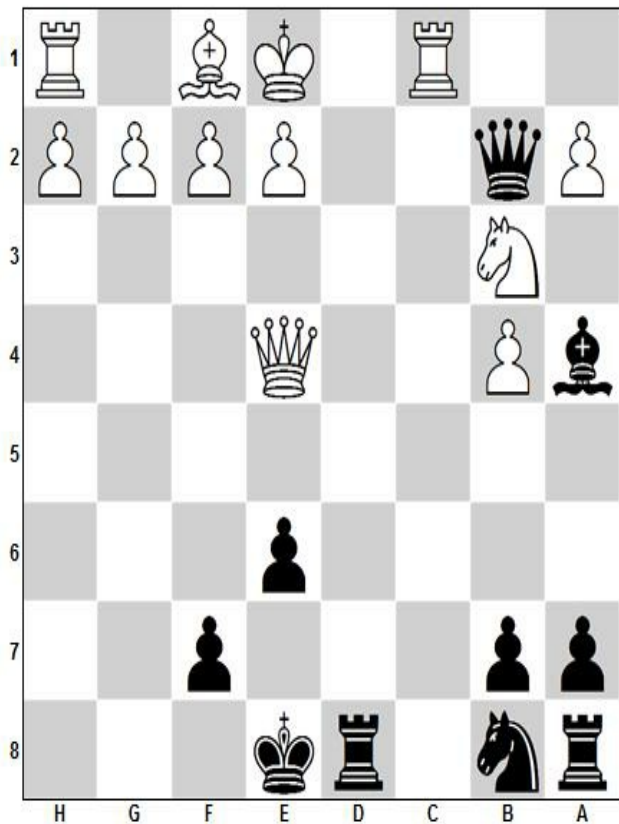
(92) White to move



25. *Qc2* forks the Rook and Knight

From the game jonty57 (1500) - johnny mac (1480), August 2011 Mini Branded Threesomes 1550, Round 1, September 9, 2011, redhotpawn.com

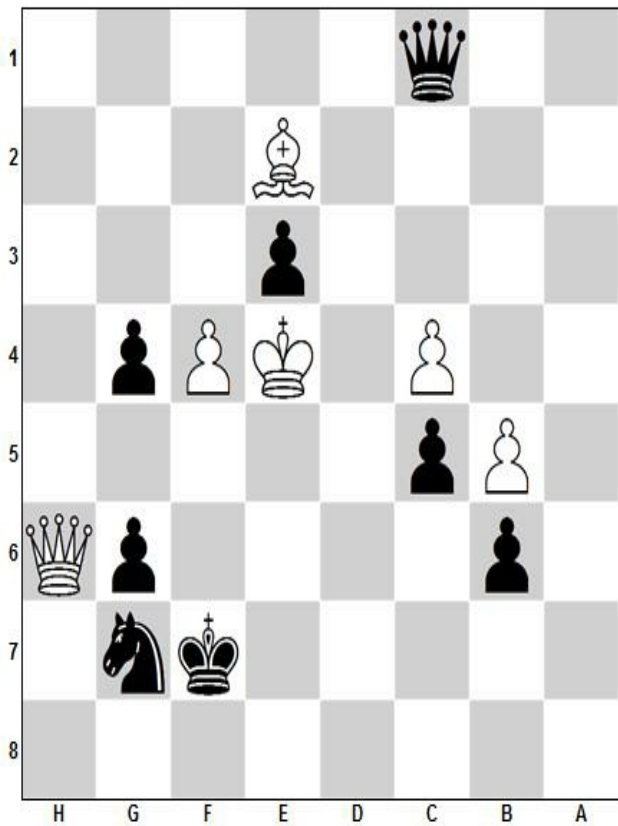
(93) Black to move



18...Qxc1+ "parts with the lady" as late Chess Life writer Jerry Hanken used to say **19. Kxc1 Rxd1#**

From the game seminoleman (1422) - DW_Batty (1952), Tarrasch Defense Tournament, April 2, 2009, redhotpawn.com

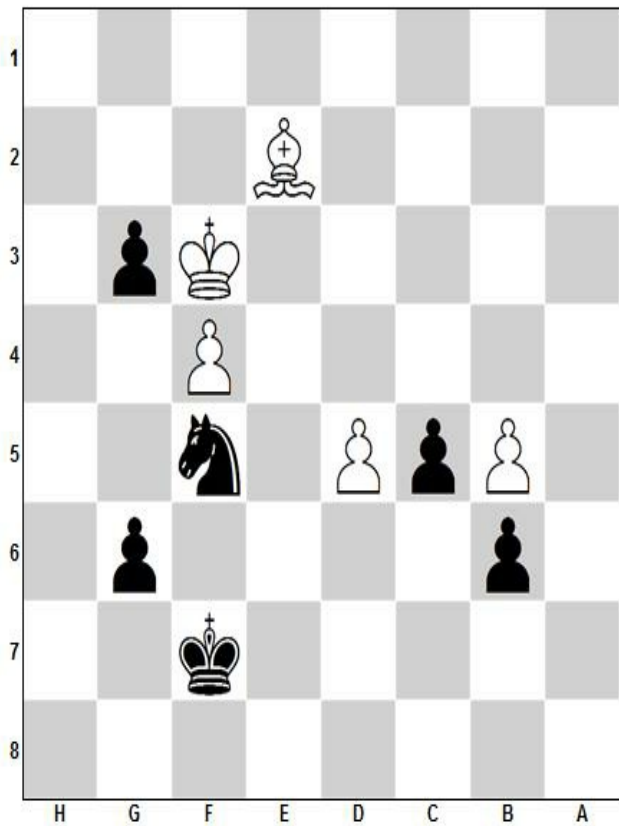
(94) Black to move



46...Qd2 sets up a mate threat of Qd4 and helps protect and advance the passed e3 pawn.

From the game jonty57 (1500) – johnny mac (1480), August 2011 Mini Banded Threesomes 1550, Round 1, redhotpawn.com

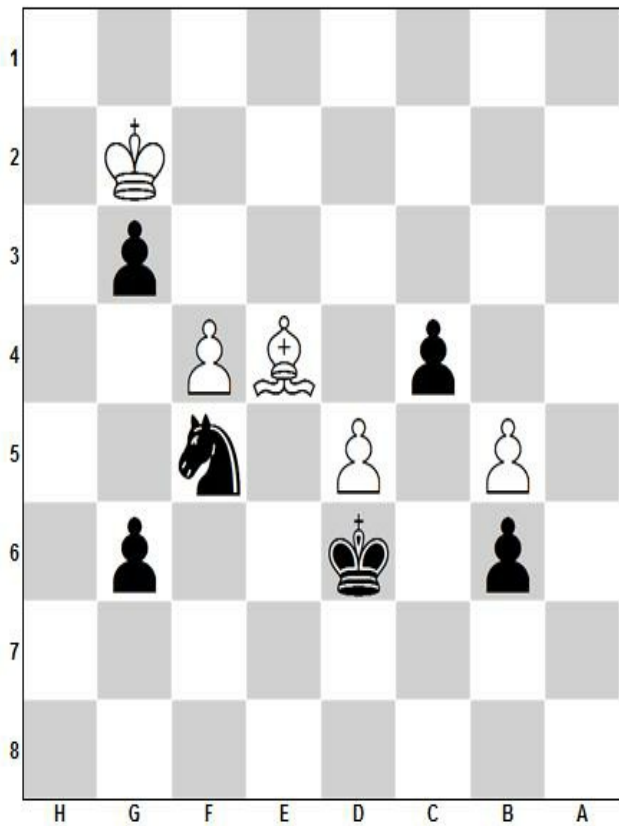
(95) Black to move



51...Nd4+ forks the bishop and king, and helps black transpose to a winning endgame.

From the game jonty57 (1500) – johnny mac (1480), August 2011 Mini Banded Threesomes 1550, Round 1, redhotpawn.com

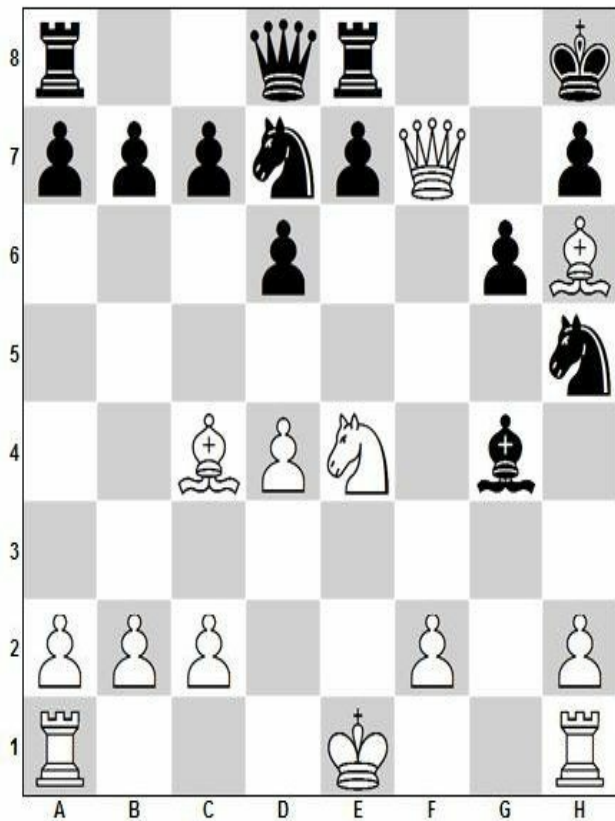
(96) Black to move



54...c3 pushes the advanced c pawn. If white blocks this pawn on the next move with **55. Bc2 Ne3** forks the bishop and knight.

From the game jonty57 (1500) – johnny mac (1480), August 2011 Mini Banded Threesomes 1550, Round 1,
redhotpawn.com

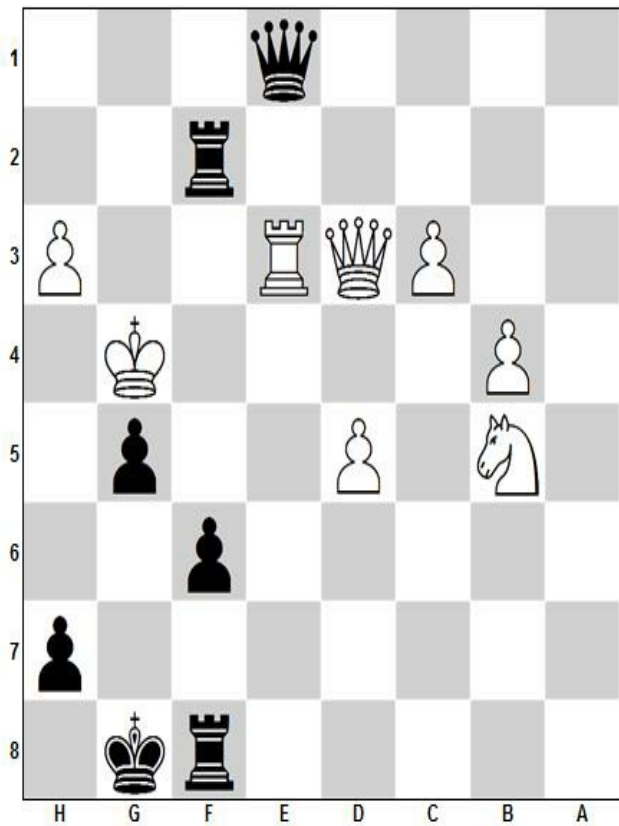
(97) White to move



14.Ng5 adds another attacker and creates an unstoppable mating net against the black king.

From the game Christopher Smith (872) vs Michael Allen III, goodwin03 bcc, Round 5

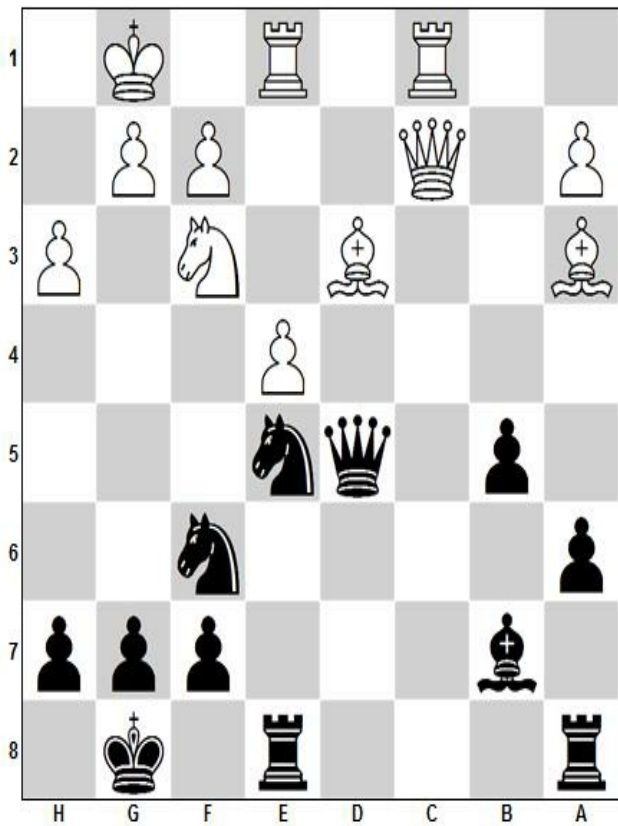
(98) Black to move



37...Rf4+ followed by **38. Kh5 Rh4#** ends the King Hunt.

From the game johnny mac (1480) –
jonty57 (1500), August 2011 Mini Banded
Threesomes 1550, Round 1,
redhotpawn.com

(99) Black to move



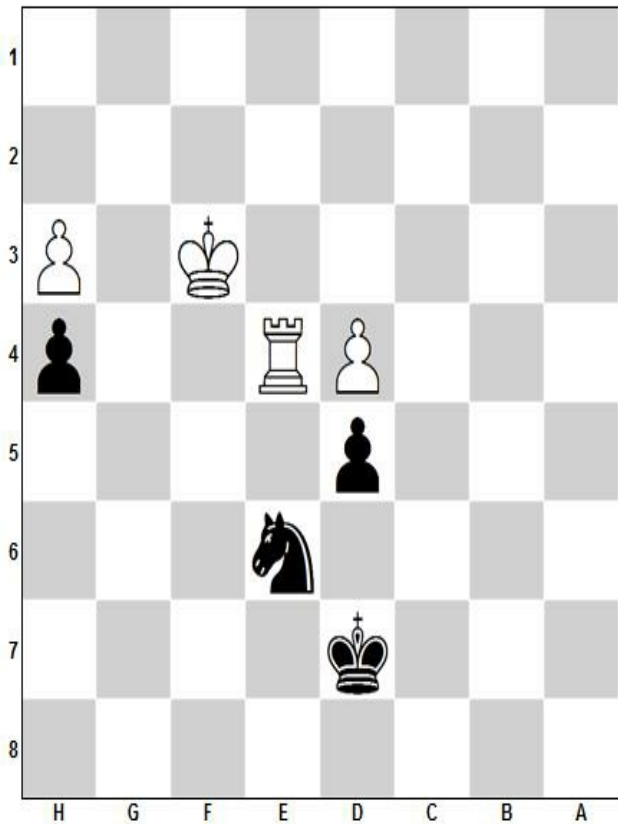
21...Qxd3 is nothing fancy - it wins a piece that was under defended.

From the game orgelsimon (1598) vs johnny mac (1480), Clan challenge, September 4, 2011, redhotpawn.com.



Problems 100-199

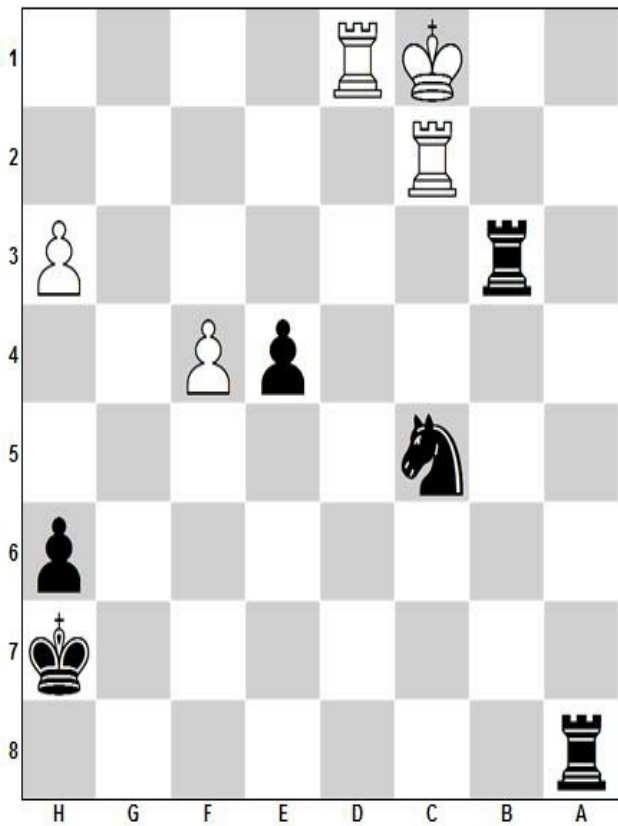
(100) Black to move



46...Ng5+ forks the King and Rook

From the game aatef27 (1342) vs
akhockeyplaya07 (1429), Let's Play!
Chess.com, September 12, 2007

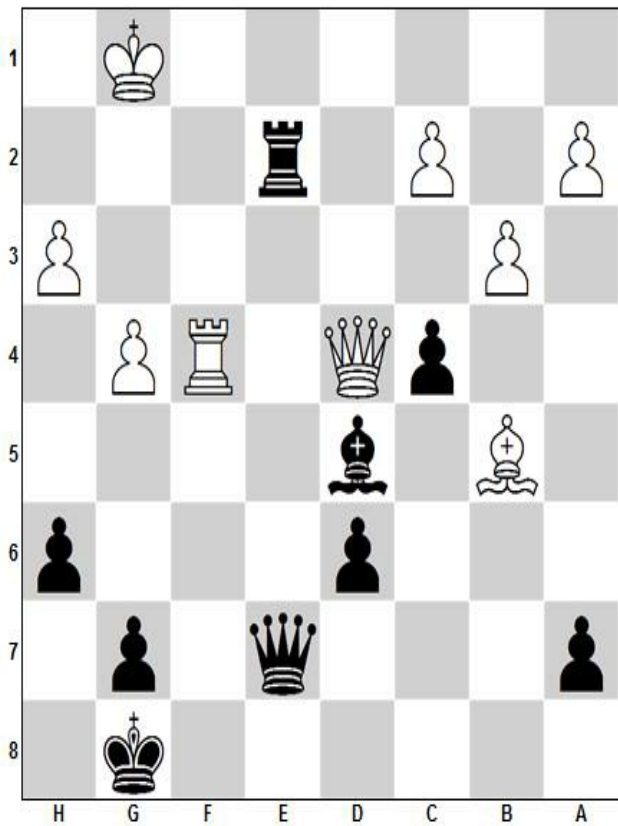
(101) Black to move



48...Ra1+ 49. Kd2 Rd3 skewers the King and Rook on d1.

From the game Tim Aguayo (2077) –
David Ryba (2016), White Knights
Tournament, February 6, 2003, Round 5

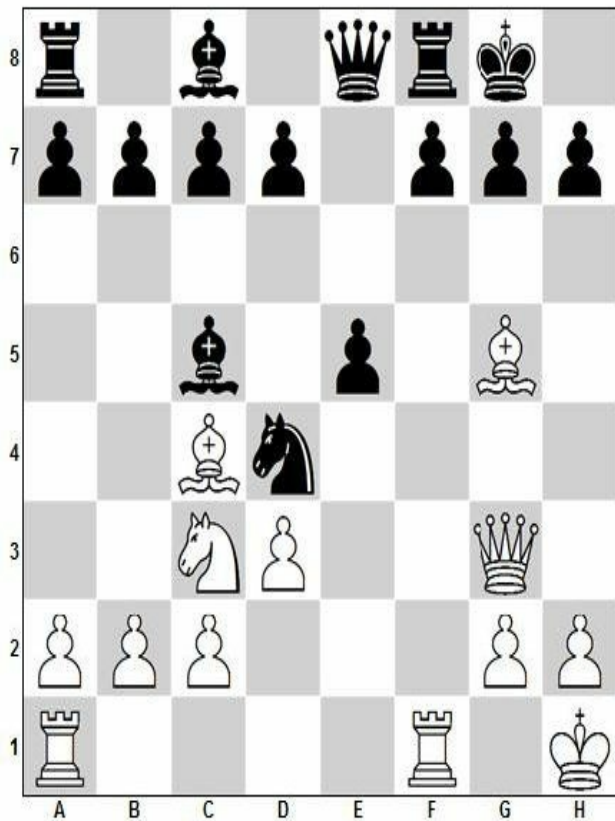
(102) Black to move



43...Rg2+ sets up mate, or a nasty discovered check on the next move. If **44. Kf1, Qe2#**. If **44. Kh1 Qe1+** **45. Rf1 Qxf1+** **46. Qxg1#** or **Rxc2#** or **Re2#**, etc wins the queen with a discovered check.

From the game JRadis (1752) vs Virax (1564), Let's Play! Chess.com, December 5, 2008

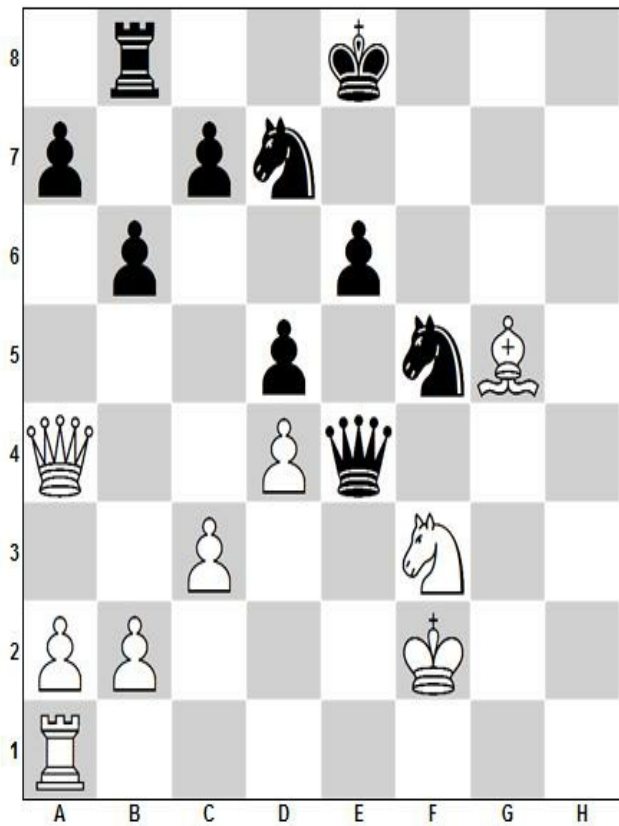
(103) White to move



12.Bh6 is a typical pinning technique when the White Queen and Dark Squared Bishop are attacking the King. Black cannot take the bishop, because the g pawn is pinned. If they play g6, then they lose the exchange after Bxf8. These types of moves can often seem to come out of nowhere, especially when the dark square bishop moves from its home square of c1.

From the game Ryan Yu (764) vs Kevin Chan (834), Early Summer Swiss, Round 4

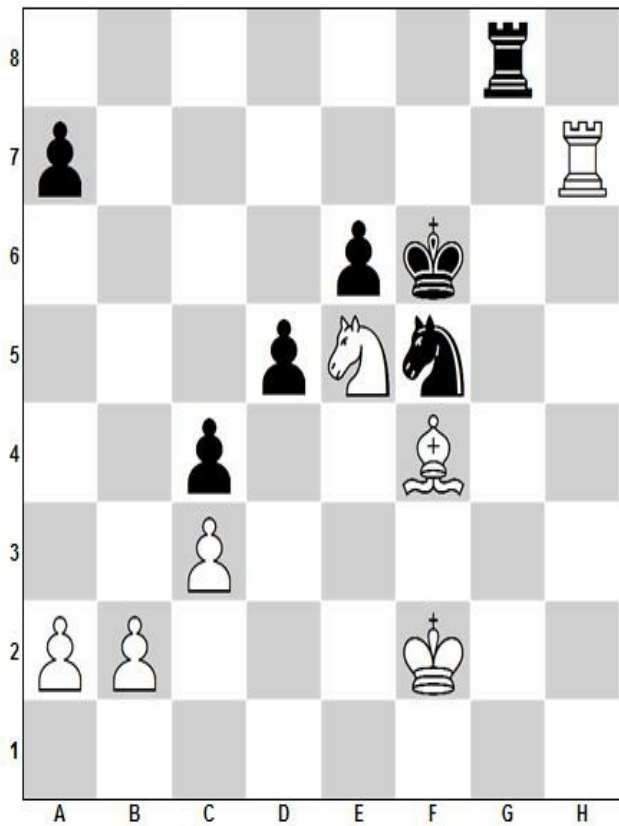
(104) White to move



30.Re1 Skewers the Queen and the pawn on e6.

From the game Stephen Kesti (1622) – Michael Goffe (1515), White Knights Tournament, Reno, NV, Round 5, February 6, 2003.

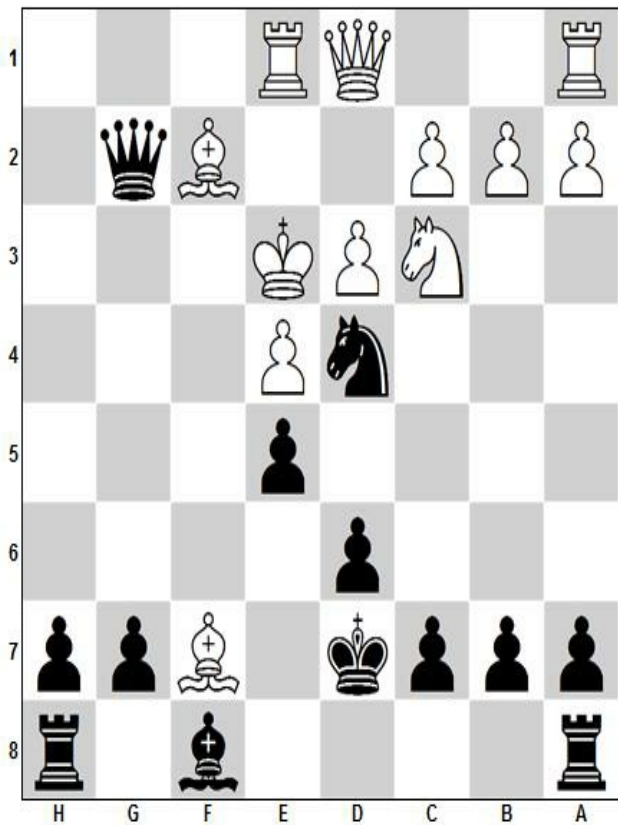
(105) White to move



39.Rf7# is a midfield version of the “hook mate” with all three minor pieces working nicely together.

From the game Stephen Kesti (1622) – Michael Goffe (1515), White Knights Tournament, Round 5, Reno, NV, February 6, 2003.

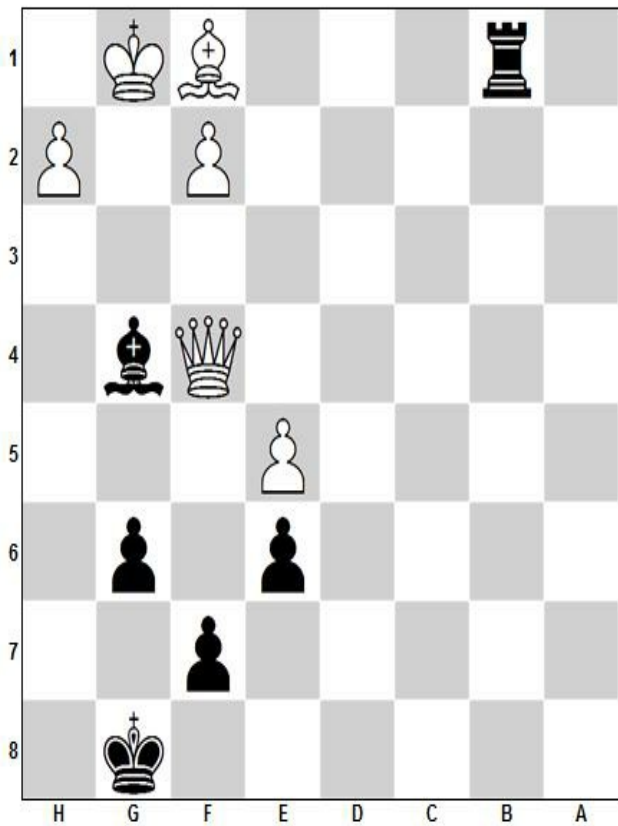
(106) Black to move



22...Qg5# is another example of the queen and knight working nicely together to deliver mate. Sometimes longer range Queen checks are hard to see.

From the game TACO123 (1426) -
jdthompson (1175), Zapp's tournament
ha!, October 6, 2008

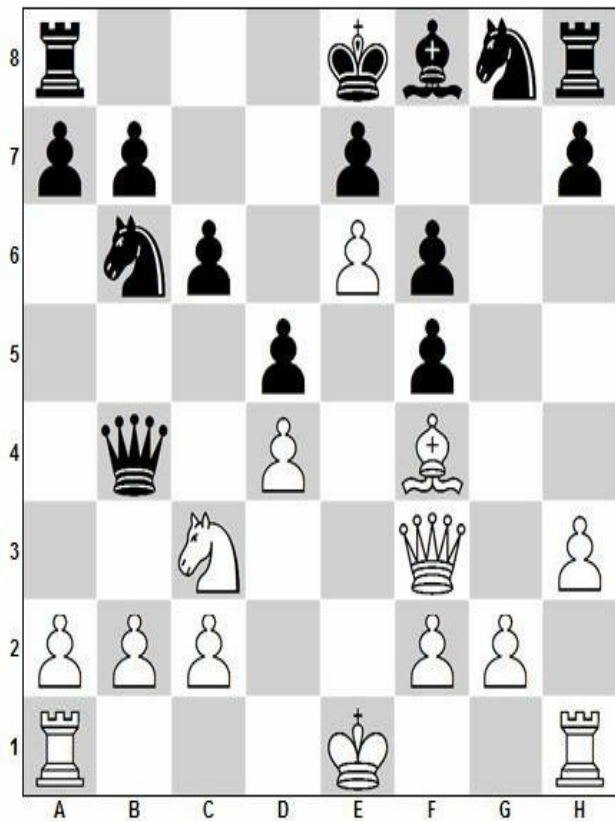
(107) Black to move



32...Bh3 adds a second attacker to the pinned bishop on f1. White can defend against mate, but will have to give up their material advantage to do so.

From the game Dan Wermers (1827) - Ernest Hong (1905), White Knights Tournament, Round 5, February 6, 2003

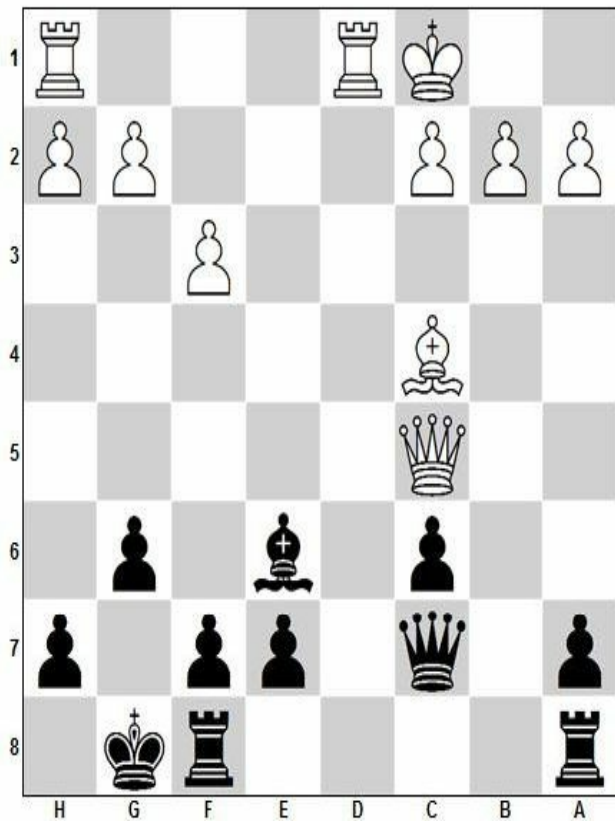
(108) White to move



12. Bc7 seals in the black king, and prevents him from castling queenside, and threatens **13. Qh5#** on the next move. Black is in a lot of trouble because of all of the weak squares around him.

From the game Louis0007 (1656) - Kang (1461), Let's Play! Chess.com, October 8, 2007

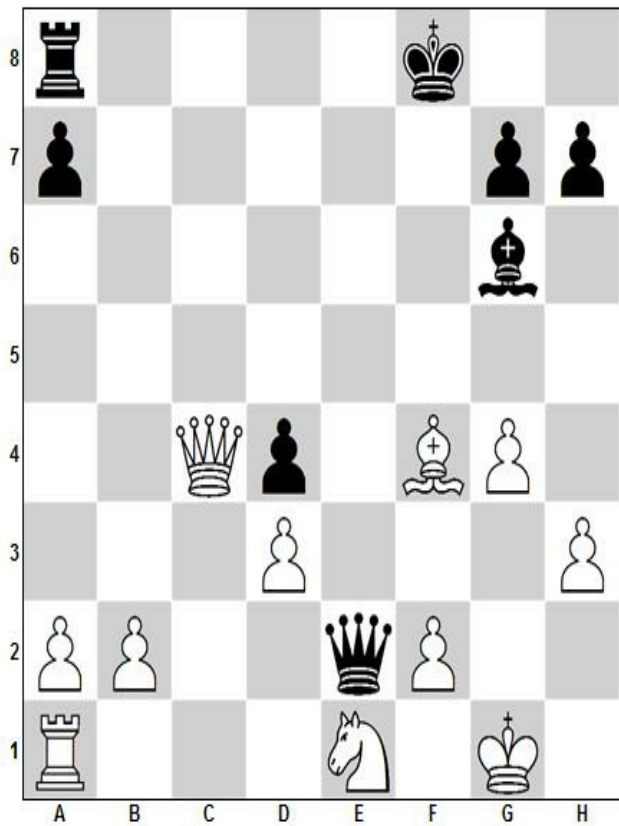
(109) Black to move



16...Qf4+ double attacks the White King and the Bishop on c4, which is now attacked twice, and only defended once. Black wins a piece.

From the game David Middleton – Eric King, USCF CC 11SQ15, November 20, 2011

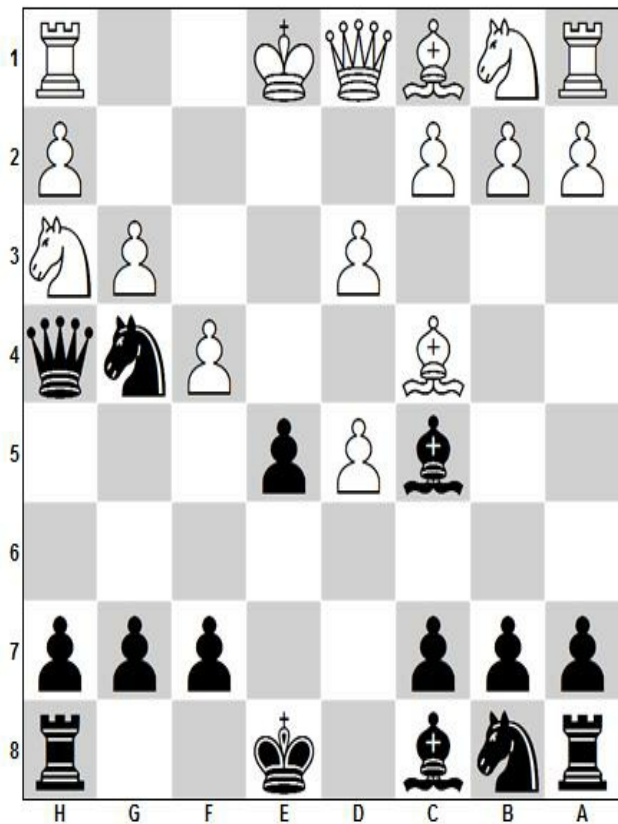
(110) White to move



30. Bd6+ Ke8 31. Qf8+ skewers the King and Rook, winning a piece or **31. Qc6+** forking the Rook and King.

From the game Stephen Kesti (1622) - George Fischer (1886), Round 6, White Knights Tournament February 12, 2003.

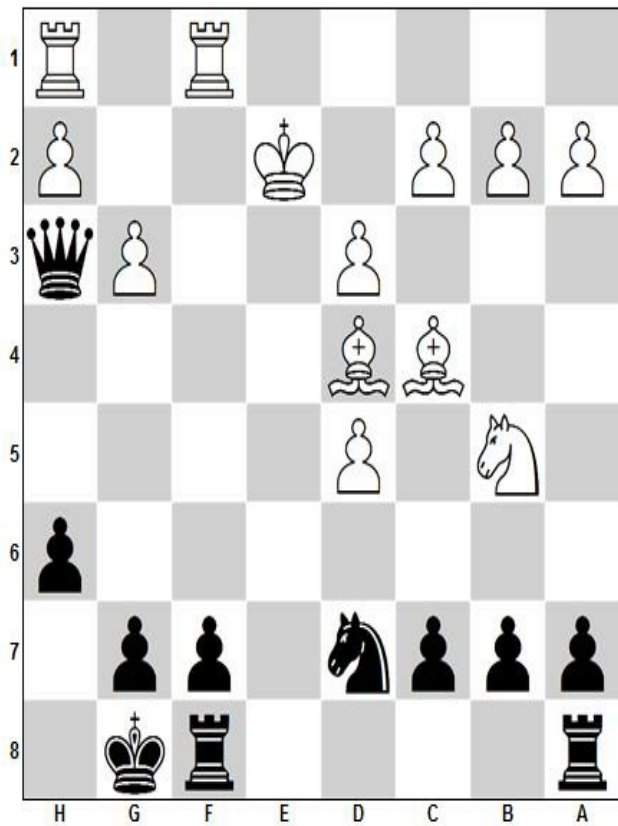
(111) Black to move



7...*Qxh3* takes a piece that is hanging.
Keep it simple :-)

From the game Brandon Wimbley (1512)
– Arlo Mann (1678), White Knights
Tournament, Round 6, Reno, NV,
February 13, 2003

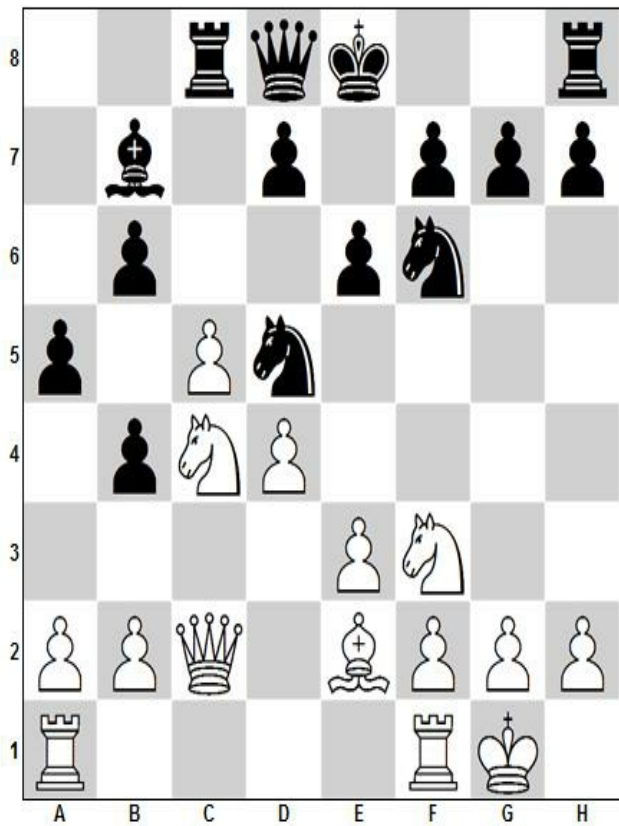
(112) Black to move



17...a6 removes the defender of the bishop on d4, so Black can play **18...Qg4+** on the next move, forking the King and Bishop on d4.

From the game Brandon Wimbley (1512)
– Arlo Mann (1678), White Knights
Tournament, Round 6, Reno, NV,
February 13, 2003

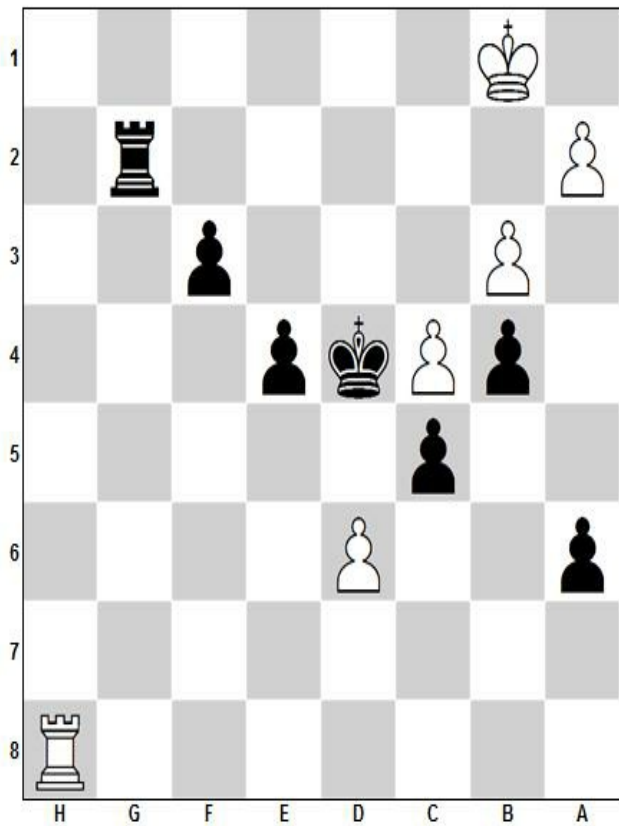
(113) White to move



13.Nd6+ has more forks than a
Thanksgiving dinner

From the game eki (1608) – JalalDevil
(1896), 8th Chess.com Tournament (1601-
1800), September 1, 2009

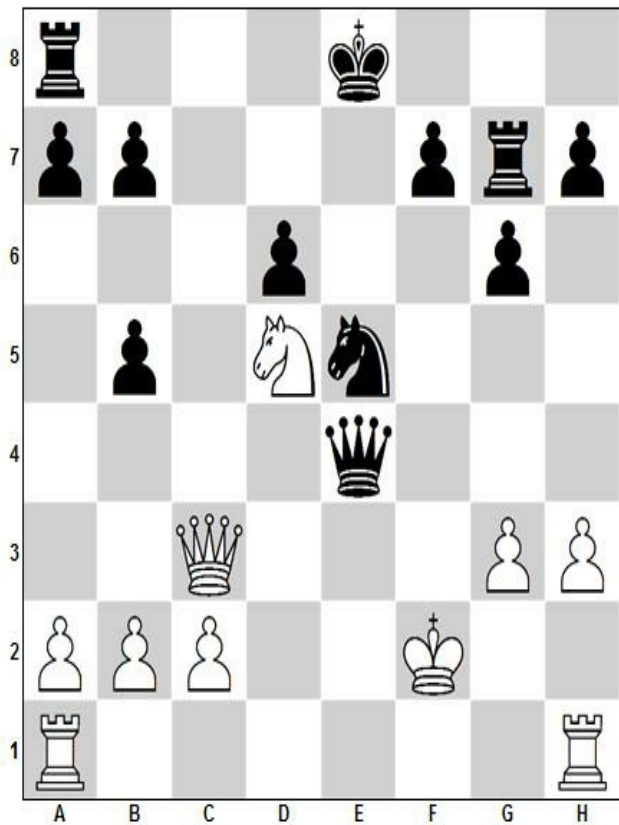
(114) Black to move



50...f2 and black wins the race to queen their pawn. If **51.Rh1 Rg1+ 52. Rxf1 fxf1=Q+** If **51.d7 f1=Q#**

From the game David Ryba (2016) – Stephen Kesti (1622), White Knights Tournament, Round 7, February 20, 2003

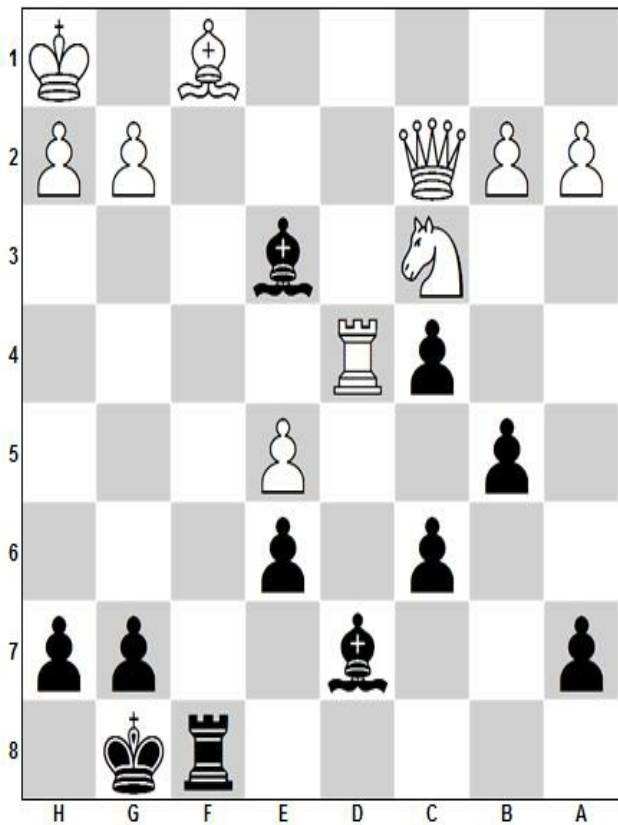
(115) White to move



19.Nf6+ Not **19. Nc7+**, which is a more common forking square, but in this case wins less material than forking the King and Queen. When you see a good move, look for a better one!

From the game Calvin Van Reken (1128)
– William Johnson (unrated), White
Knights Tournament, Round 7, Reno, NV,
February 20, 2003

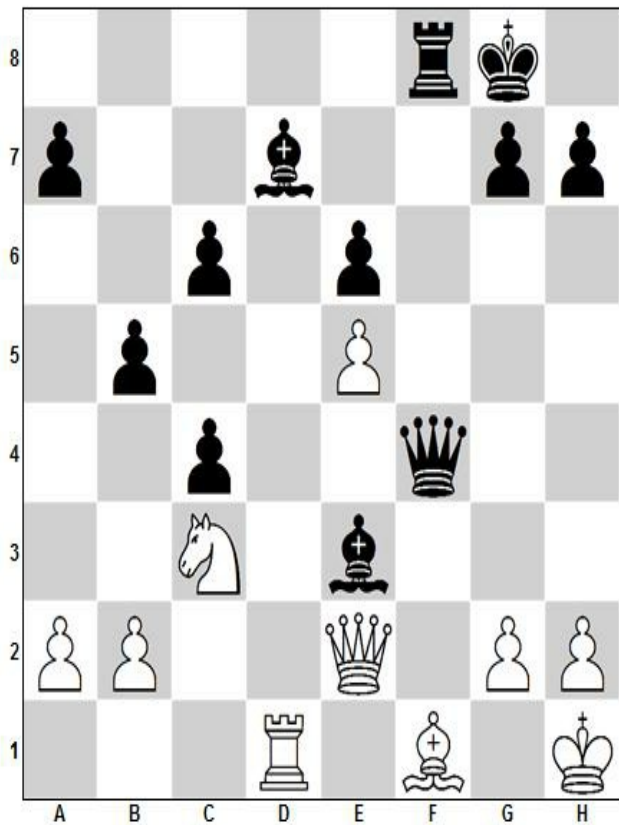
(116) Black to move



22...Rxf1# is a simple back rank mate.

Variation from the game Shawn L Svare
(1309) – Debra Johnson (1809), Cheyenne
Open, Round 4, WY, November 15, 1997

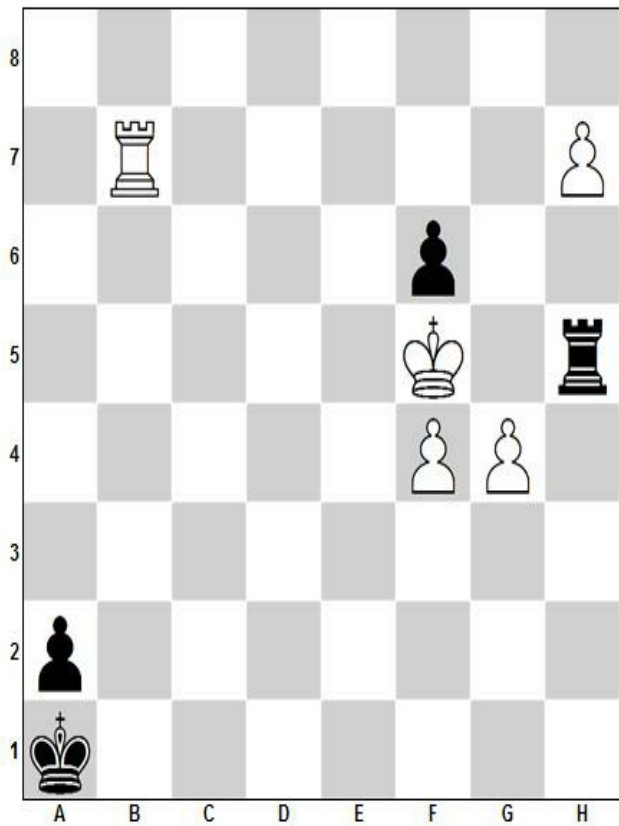
(117) White to move



23.g3 forces the queen to move, which is directly defending the bishop on e3, and indirectly defending the bishop on d7, which cannot be taken because of the back rank mate threat of Qxf1 Qxf1 Rxf1 if white were to play Rxd7. After the black queen moves, white will be able to win one of these bishops.

Variation from the game Shawn L Svare (1309) – Debra Johnson (1809), Cheyenne Open, Round 4, WY, November 15, 1997

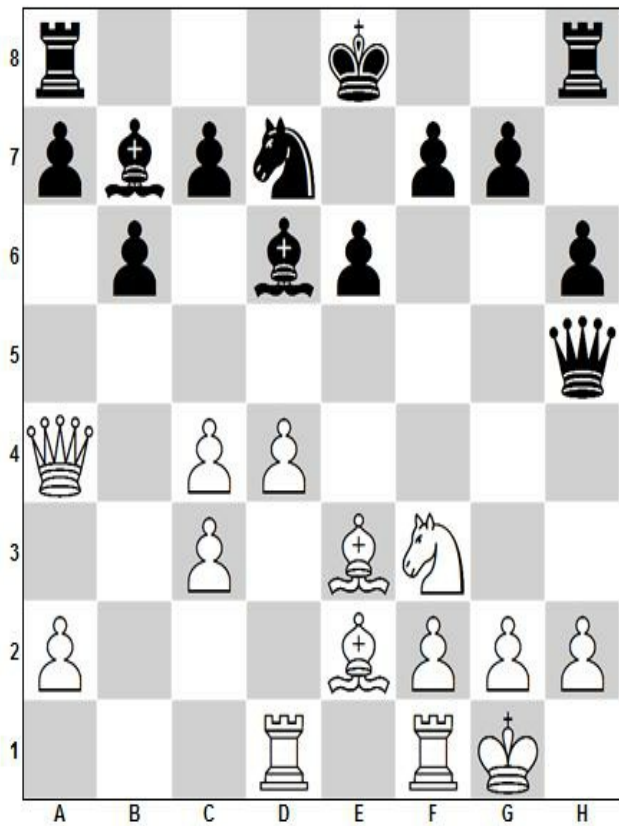
(118) White to move



59.Kg6 gets out of check, and forks the rook and pawn. Not **59. gxh5??** which would be a stalemate.

Variation from the game Michael Goffe (1632) – Mohammad Soltani (1373),
March Dunes Reno Chess Club, Round 1,
March 6, 2003

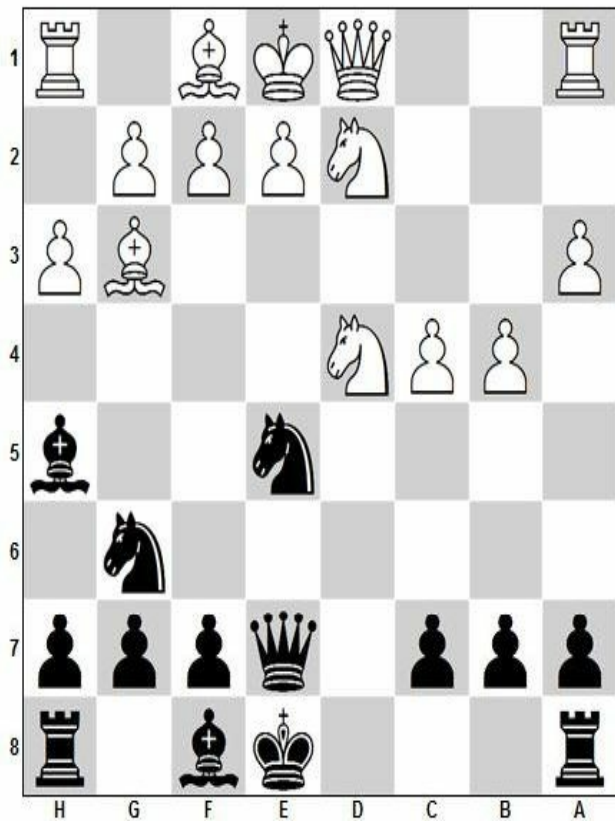
(119) White to move



14.Ne5 is a discovered attack on the queen on h5 and adds a second attacker to the pinned knight on d7.

From the game Brad Lundstrom (2092) – David Baldwin (1806), 1997 Cheyenne Open, Round 2, WY, November 15, 1997

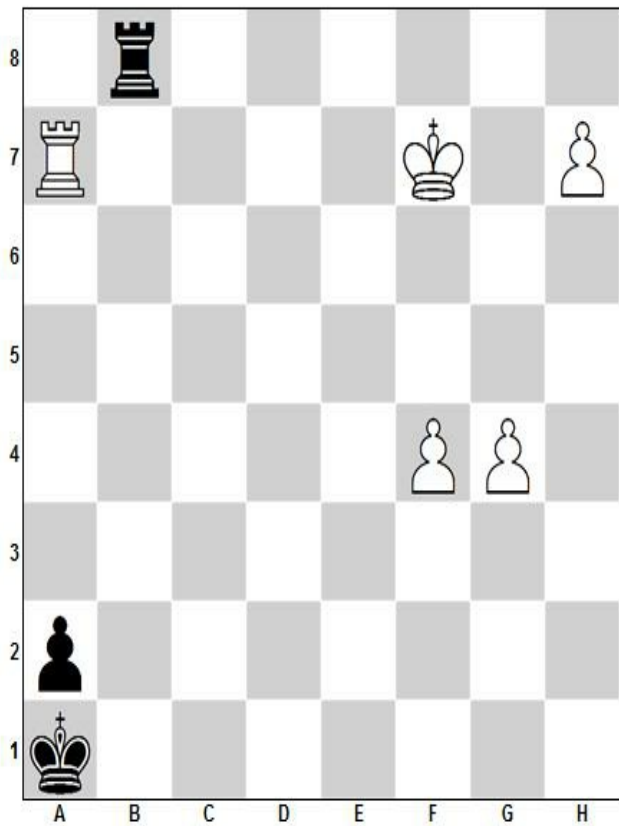
(120) Black to move



11...Nd3# This type of smothered mate is very common in the Budapest Gambit, http://en.wikipedia.org/wiki/Budapest_Gambit and is known as the Kieninger Trap. http://en.wikipedia.org/wiki/Kieninger_Trap This position actually came out of the Albin Counter Gambit, which has similar trappy lines in it.

From the game Paul Nikitovich (2134) vs Steve Towbin (2052), Denver Chess Club, July 25, 2006, Round 1

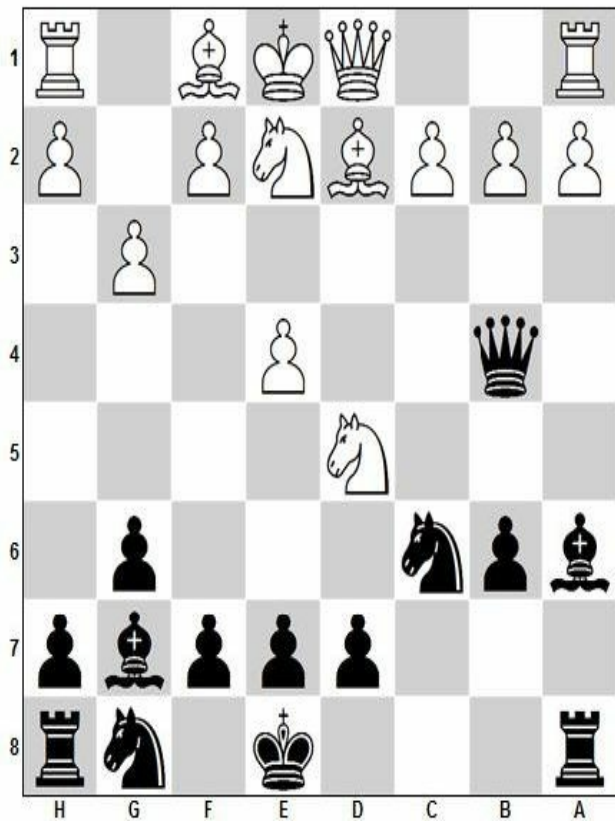
(121) White to move



62.Rxa2+ White simplifies into an easily winning endgame. Black will not be able to stop 3 passed pawns and an advanced King like white has.

From the game Michael Goffe (1632) –
Mohammad Soltani (1373), March Dunes
Reno Chess Club, Round 1, March 6,
2003

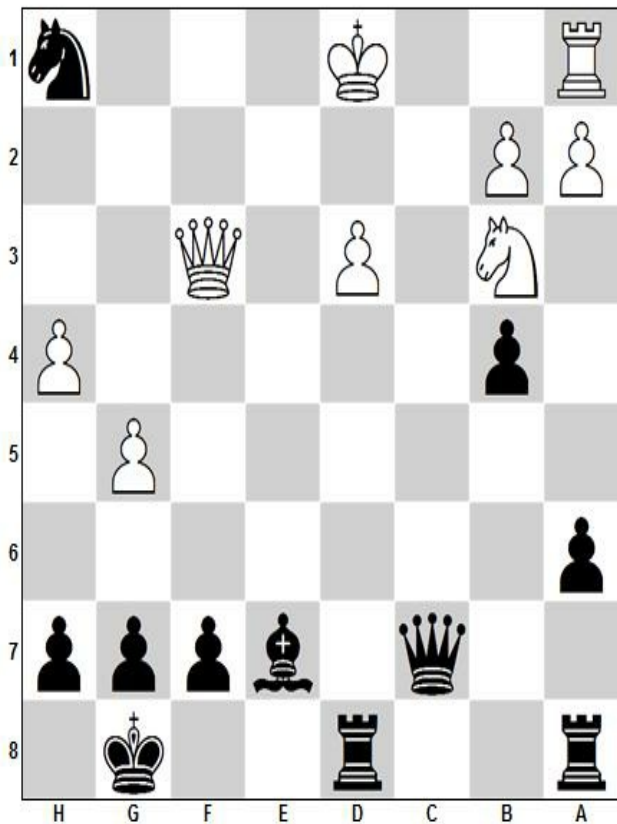
(122) Black to move



10...Qxe4 forks the White Rook on h1 and Knight on d5. Rooks in the corners can be vulnerable to attacks by the queen, when the fianchetto pawn is pushed, but the bishop hasn't been developed yet.

From the game bobtaha (2111) vs kavinsky (1910), Chess Cube Game, June 6, 2011

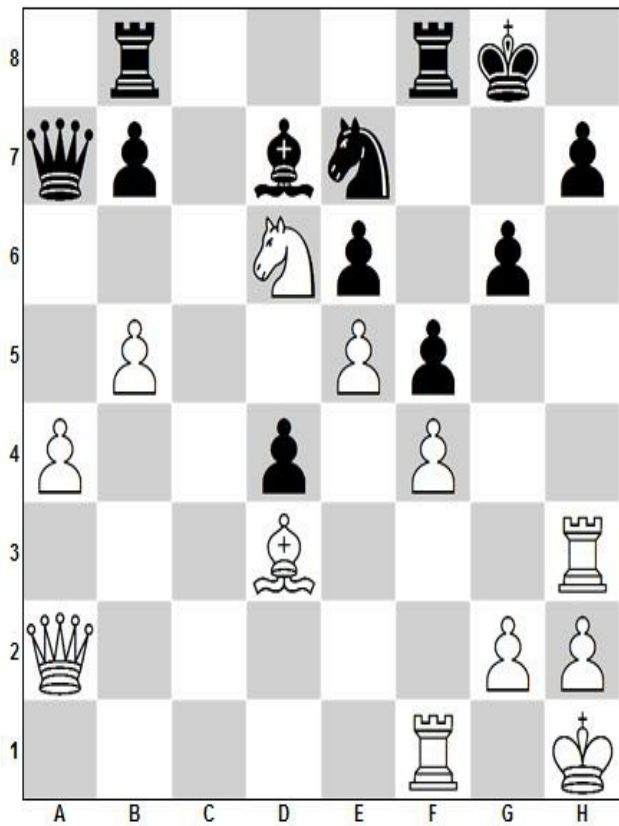
(123) Black to move



28...Rxd3+ forks the King and Queen, and puts the Queen on the same file as the King for the follow up move **Qxd3 Rd8+** which pins and wins the queen. Black, who was already up material, gets a Queen and a pawn for two rooks, and helps simplify into a winning endgame, and saves the knight on h1, which was under attack.

From the game Ryan Van Reken (1639) – George Fischer (1851), March Dunes Reno Chess Club, Round 4, March 27, 2003

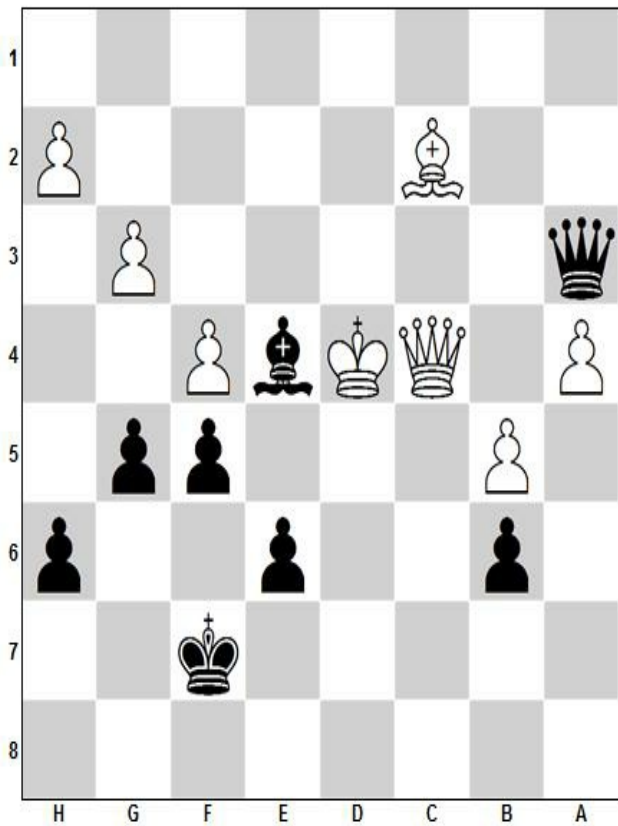
(124) White to move



28.Bc4 adds a second attacker to the backward e6 pawn. There is no way for black to add a second defender, so the pawn will fall.

From the game Karl Bohlmann (1543) – Michael Goffe (1623), March Dunes Reno Chess Club, Round 5, April 3, 2004

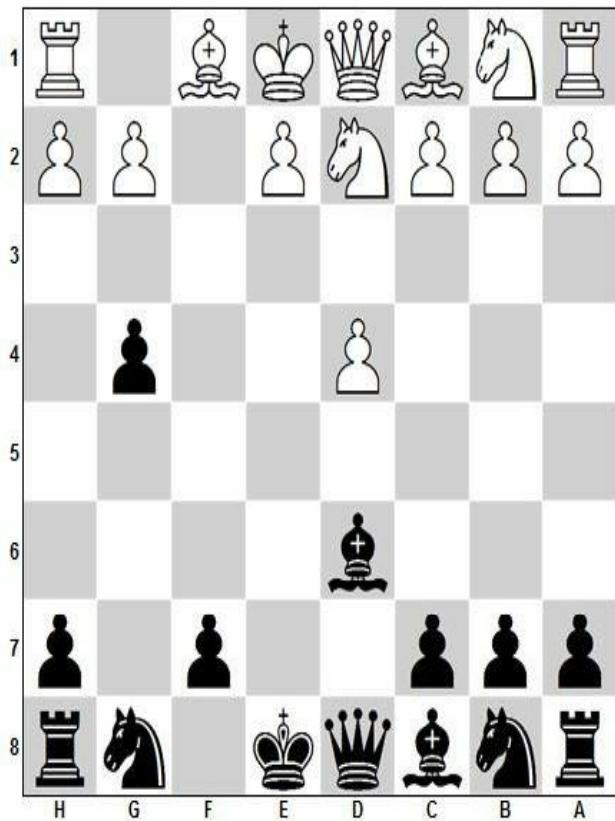
(125) Black to move



52...*Qb2*+ Forks the King and Bishop on c2, winning a piece.

From the game Karl Bohlmann (1543) –
Michael Goffe (1623), March Dunes Reno
Chess Club, Round 5, April 3, 2004

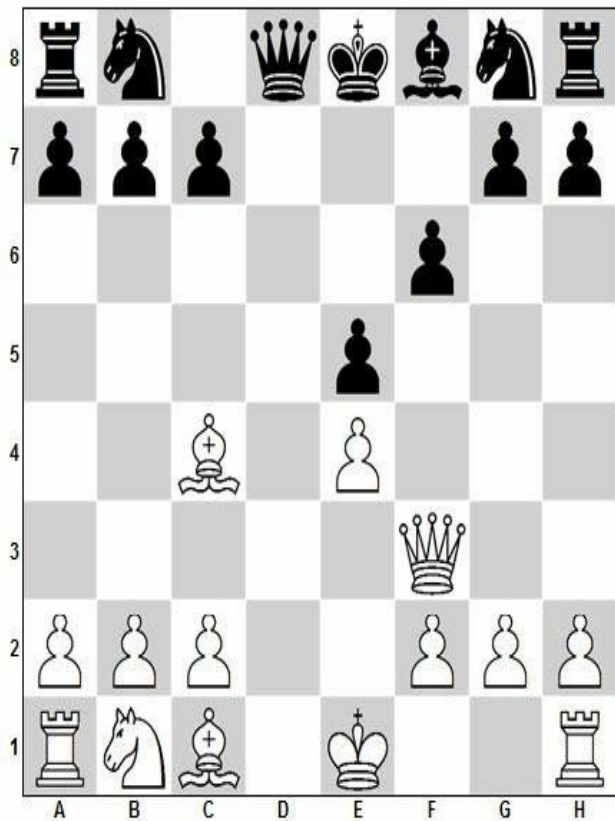
(126) Black to move



6...Qh4+ Punishes White right out of the opening. After **7. g3** (only way to get out of check) black mates with either **7...Qxg3 8. hxg3 Bxg3#** or **7...Bxg3 8. hxg3 Qxg3#**. Be really careful when playing openings that include an early push of the f pawn like The Bird, Kings Gambit, Stonewall Attack, Dutch Defense, etc.

From the game Chuffy Jones (1422) vs chessicle (1819), Challenge
timeforchess.com, January 4, 2007

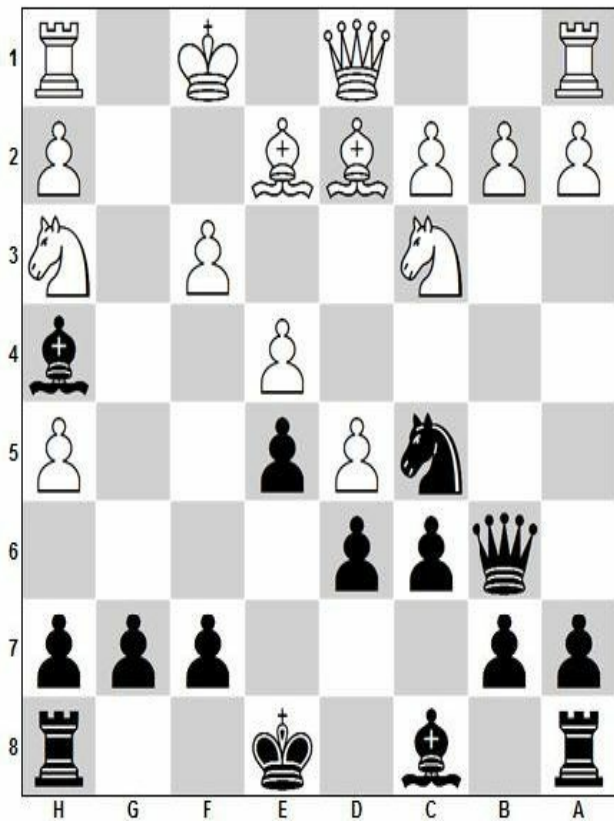
(127) White to move



7. Qb3 creates two threats at the same time (the key to many successful tactics)- it attacks the weak b7 pawn, and threatens **8. Bf7+ Ke7 (...Kd7)** **9. Qe6#**. Black cannot meet both threats at the same time.

From the game dzirilli (1484) – matt p (1511), Clan Challenge redhotpawn.com, August 14, 2011

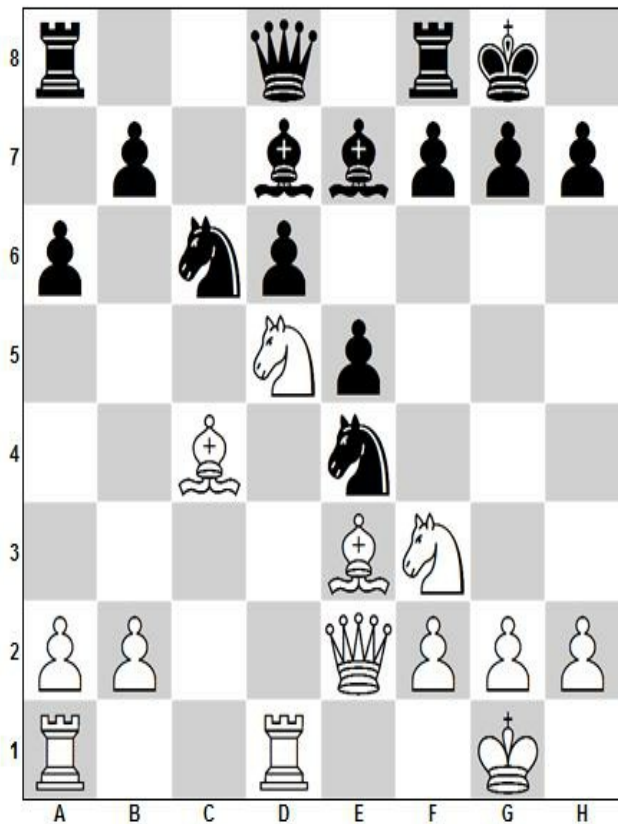
(128) Black to move



12...Bxh3+ keeps it simple, and picks up a hanging piece with check, and will mate after **13. Kg1 Ne4+ 14. Be3 Qxe3#**

From the game Anthea Carson (1776) – Rhett Langseth (1829), Colorado Springs Panera Bread Wednesday Night, November 16, 2011

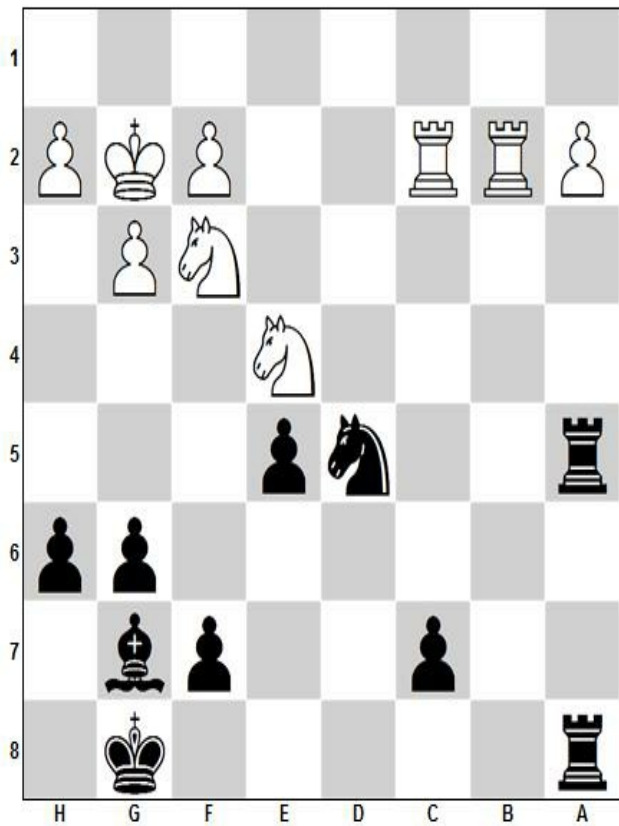
(129) White to move



16.Bb6 discovers an attack on the hanging knight on e4. Black cannot save his queen and the knight both, so will lose material.

From the game Karl Bohlmann (1543) – Ernest Hong (1917), April Showers, Round 1, Reno, NV, April 10, 2003.

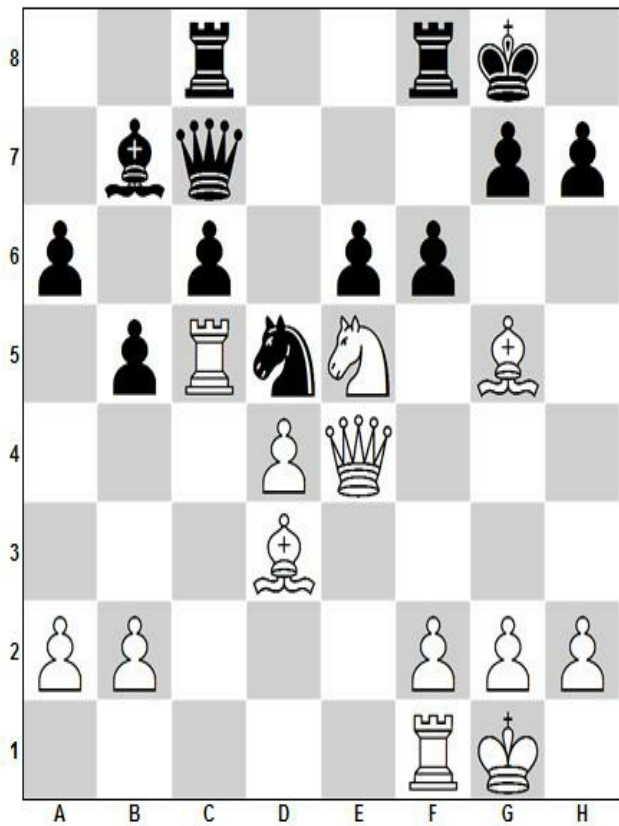
(130) Black to move



33...f5 is the first move of a two move combo. After the knight moves, black can play **34...e4** doing a discovered attack on the White Knight on f3 and the rook on b8 at the same time. Such pawn wave attacks can be hard to see in advance.

From the game Stephen Kesti (1644) – Ernest Hong (1681), April Showers, Round 2, Reno, NV, April 12, 2003.

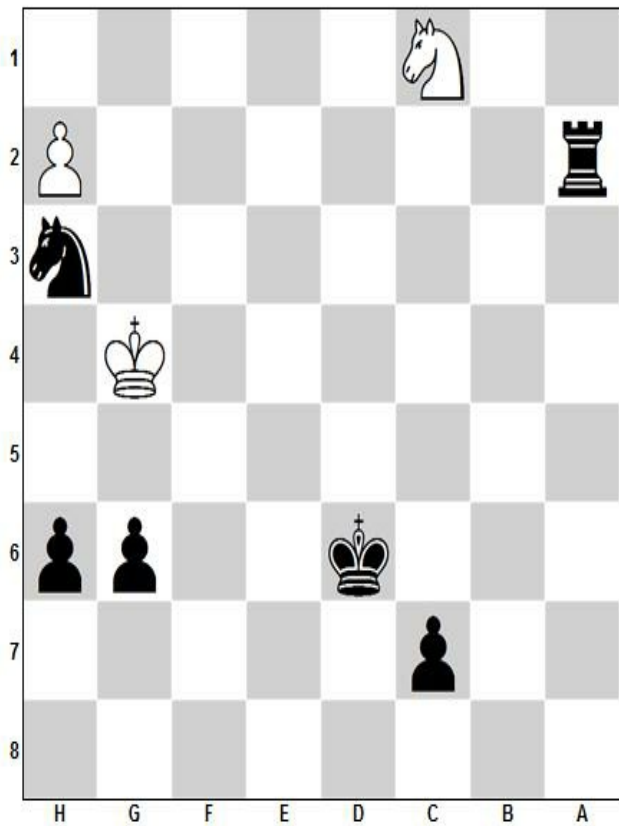
(131) White to move



19. Qxh7# is a common checkmate using the powerful battery of light square Bishop and Queen, with the White Knight helping cover the f7 escape square.

From the game John Haigh (1926) –
Shawn Svare (1309), Cheyenne Open,
Round 2, WY, November 15, 1997

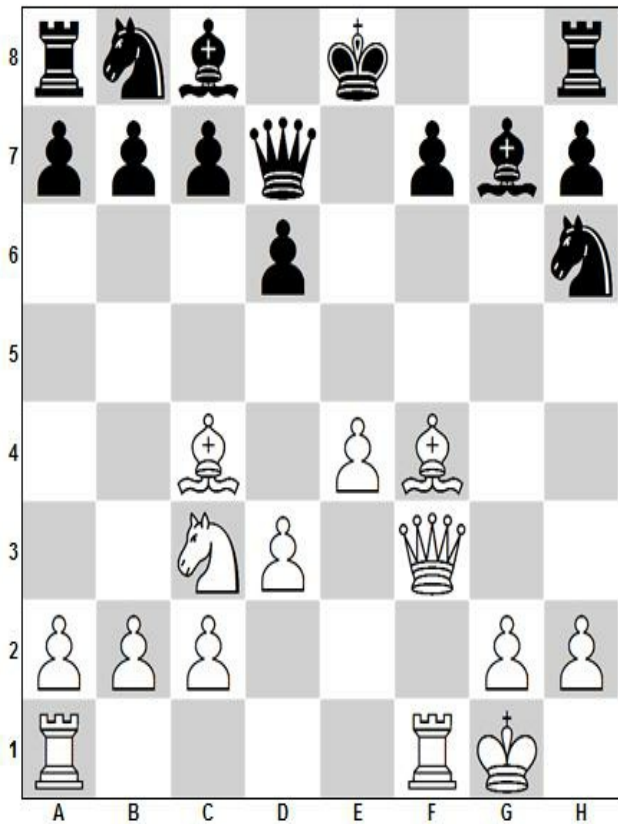
(132) Black to move



48...Ra3 is a simple move that accomplishes two things at once. It gets the Black Rook out of danger from the White Knight on c1, and protects the Black Knight on h3 that was under attack from the White King.

From the game Stephen Kesti (1644) vs Stephen Cindrich (1681), April Showers, Round 2, Reno, NV, April 12, 2003

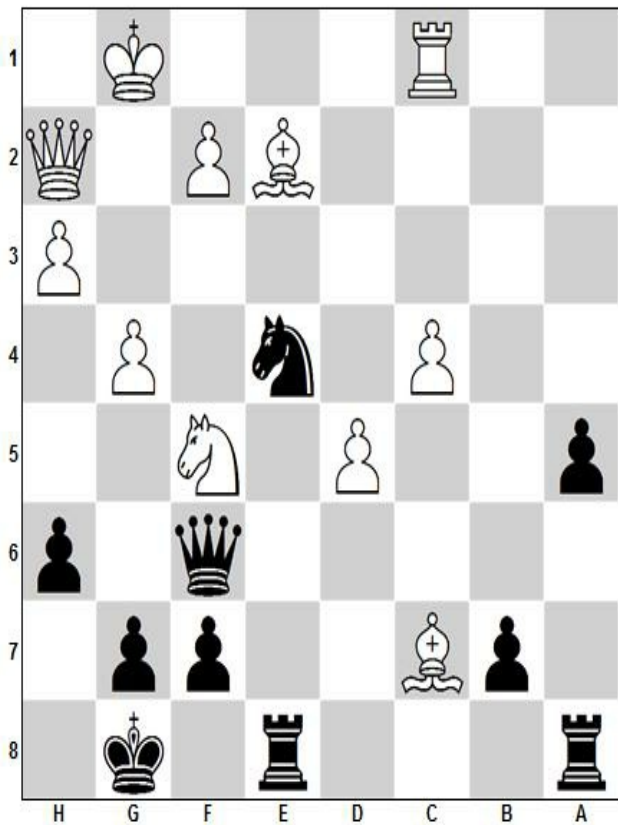
(133) White to move



10.Bxh6 removes one of the defenders of the f7 pawn, and clears the way for the battery of Queen and Rook on the f file. Black cannot replace this defender, and recapture at the same time, and is in big trouble.

From the game Karl Bohlmann (1522) – Arlo Mann (1681), April Showers, Round 3, Reno, NV, April 12, 2003

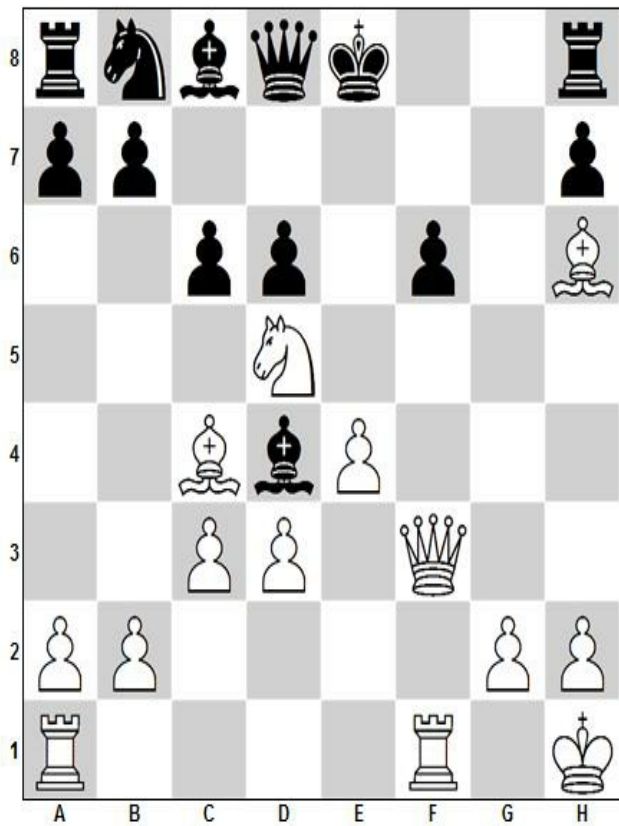
(134) Black to move



23...Qb2 attacks both the Rook on c1 and the Bishop on e2. If **24. Re1 Nc3** adds two more attackers to the Bishop on e2, and white cannot meet all the threats.

From the game Brad Lundstrom (2092) – Anthony Laird (1563), 1997 Cheyenne Open, Round 4, WY, November 16, 1997

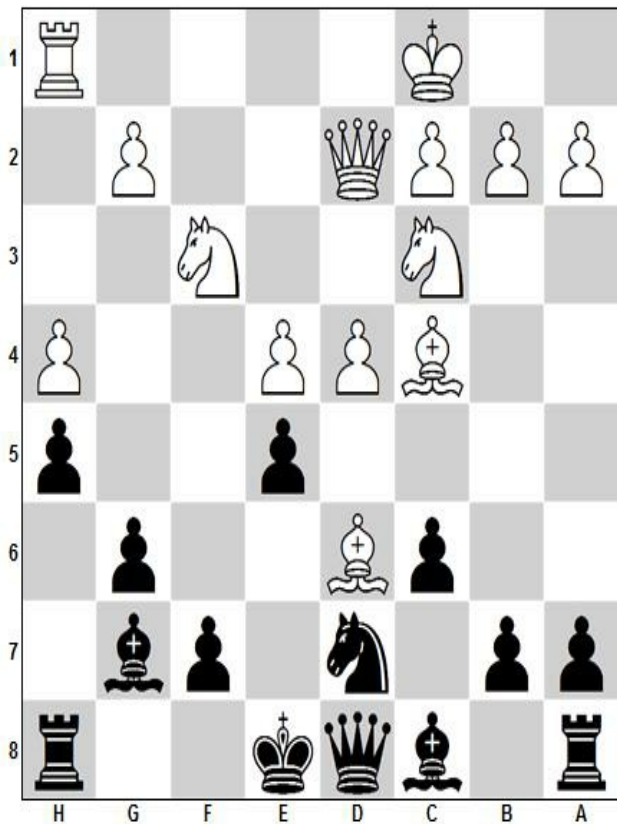
(135) White to move



14.Qh5+ and mate after ***14...Kd7*** (only move) ***15. Qf7+ Qe7 16. Qxe7#***

From the game Karl Bohlmann (1522) – Arlo Mann (1681), April Showers, Round 3, Reno, NV, April 12, 2003

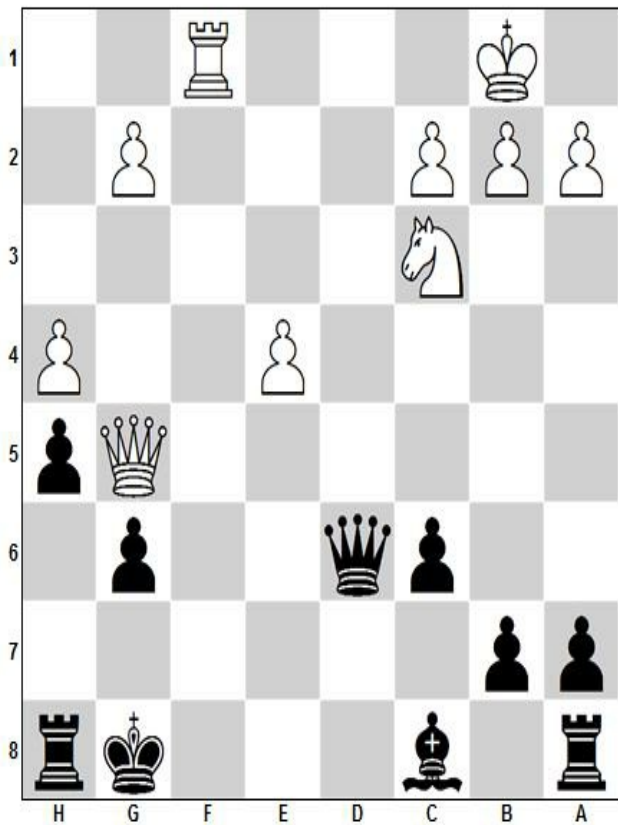
(136) Black to move



13...Nb6 is a discovered attack on both bishops. White cannot save both.

From the game David N. Peterson (1766)
– Stephen Kesti (1764), April Showers,
Round 3, Reno, NV, April 12, 2003

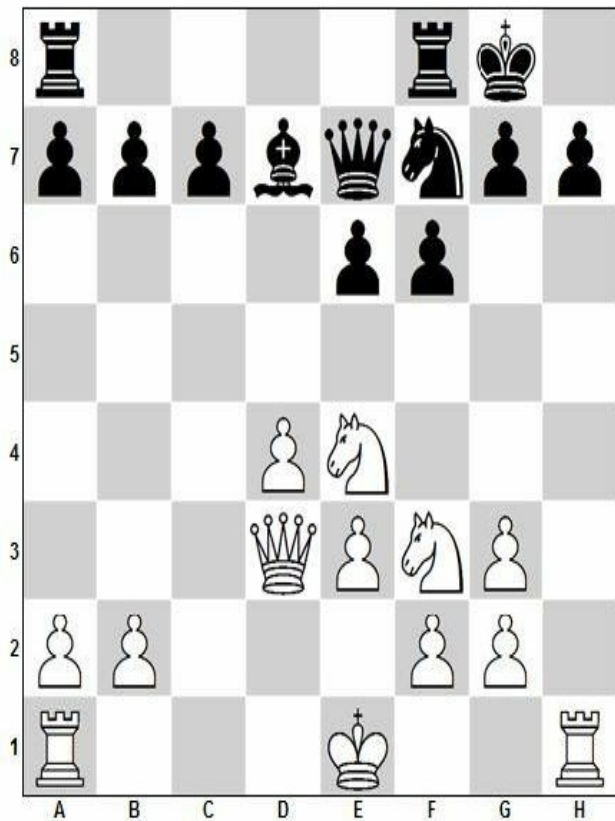
(137) Black to move



22...Kg7 holds down the fort, preventing moves such as Rf6, which would be devastating. Black is up a piece, but needs to survive first.

From the game David N. Peterson (1766)
– Stephen Kesti (1764), April Showers,
Round 3, Reno, NV, April 12, 2003

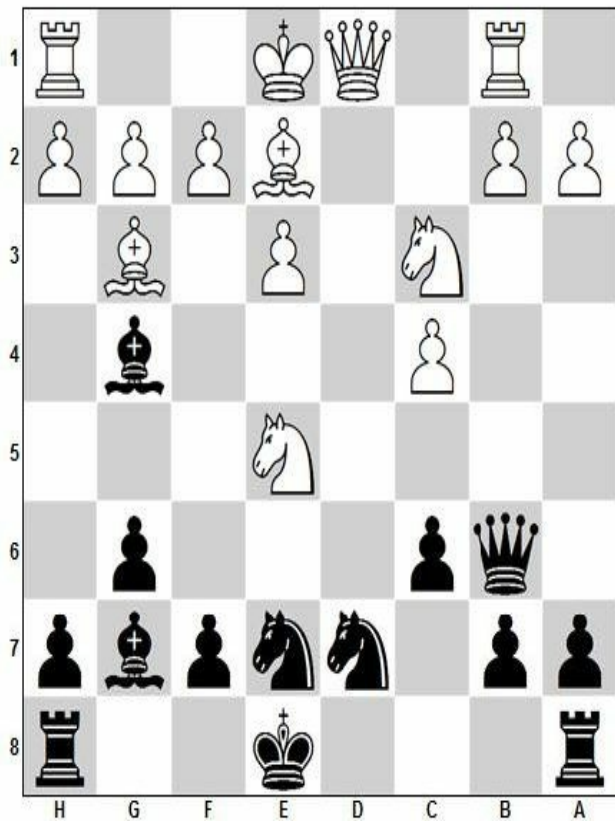
(138) White to move



15.Nxf6+ checks the king, and discovers an attack on the h7 square. After either **15...Qxf6**, **15...gxf6** or **15...Kh8** white plays **16. Qxh7#**

This move was missed in the game Paul Anderson (1571) – Ray O'Dell (1111), Southern Colorado Open, Round 3, June 12, 1999

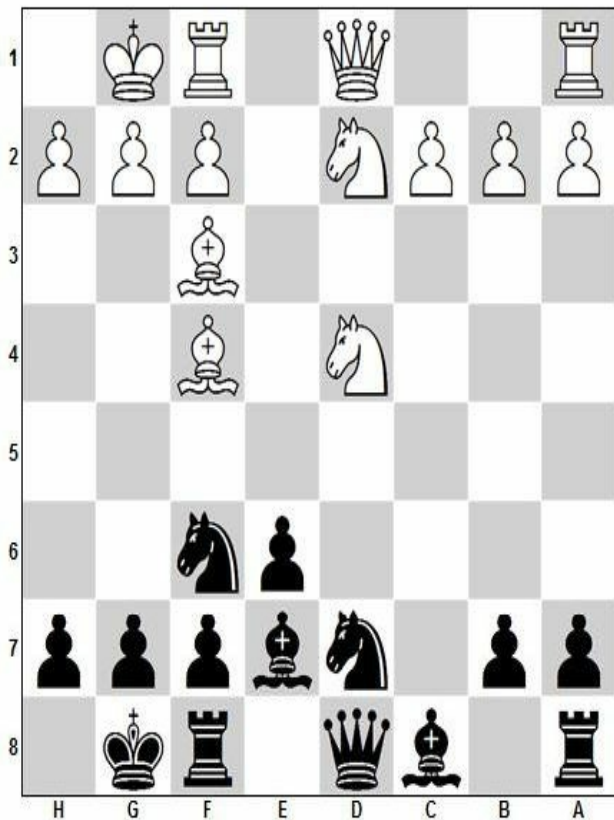
(139) Black to move



11...Nxe5 takes a dangerous piece that is under defended. Black has a couple of choices of what to do, but has to be careful. **11...Bxe2** looks logical, but then White has **12. Qxd7+**.

From the game Tim Brennan (1696) vs Paul Anderson (1926), Colorado Springs Panera Bread, September 2, 2010

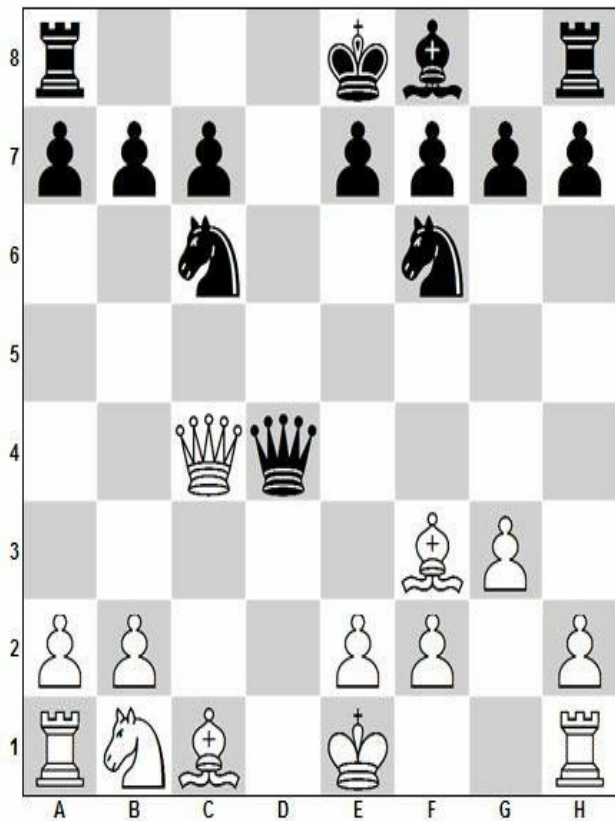
(140) Black to move



10...e5 is a pawn fork of Bishop and Knight

From the game Tom Corbett (1430) – Kevin Seidler (2066), Denver Chess Club, Round 1, January 11, 2011

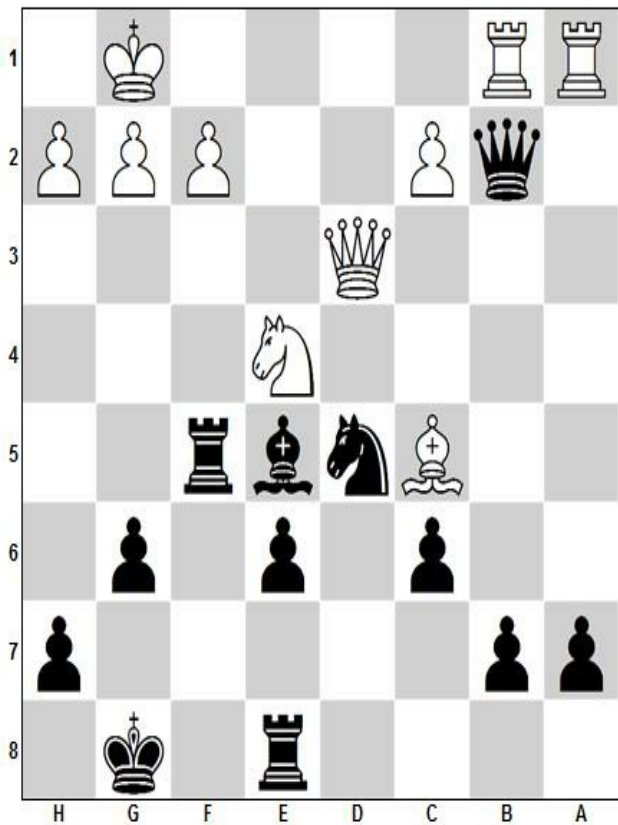
(141) White to move



9. *Bxc6*+ removes the defender of the Queen on d4 with check.

From the game Steve Dumas (1318) – Daryl R. Fouard (1345), 2011 North American Open, Round 7, May 29, 2011

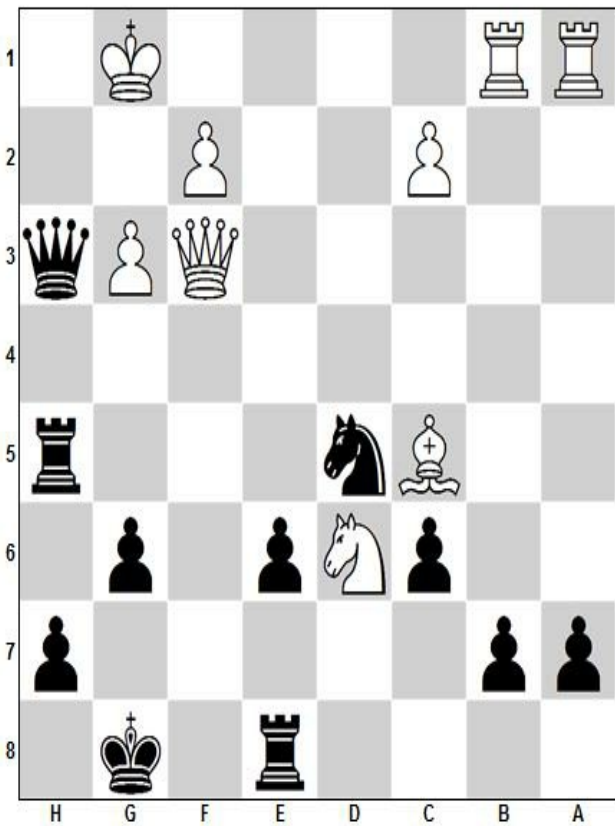
(142) Black to move



24...Qxa1 The black queen is trapped, so goes out with a bang taking two rooks with her

Missed in the game Tim Aguayo (2077) – Stephen Kesti (1622), Reno Chess Club Championship, Round 1, March 6, 2003

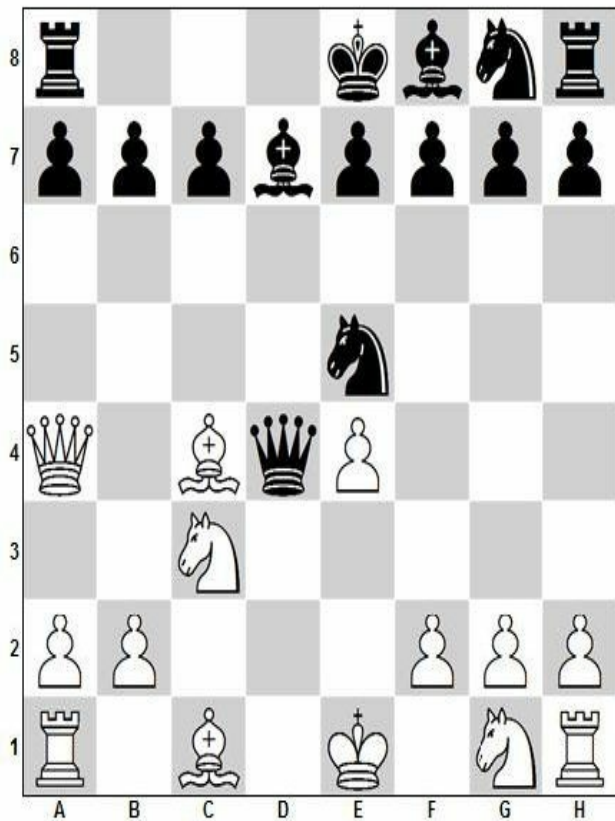
(143) Black to move



29...Nf4 is a clever move that helps cover escape squares for the white King, and adds additional mate threats. White has two ways to capture this knight, but both fail. If **30. gxf4 Qxf3** (the g pawn is pinned). If **30. Qxf4 Qh1#**. Black is threatening to play **30...Qh2+ 31. Kf1 Qh1+ 32. Qxh1 Rxh1#**

From the game Tim Aguayo (2077) – Stephen Kesti (1622), Reno Chess Club Championship, Round 1, March 6, 2003

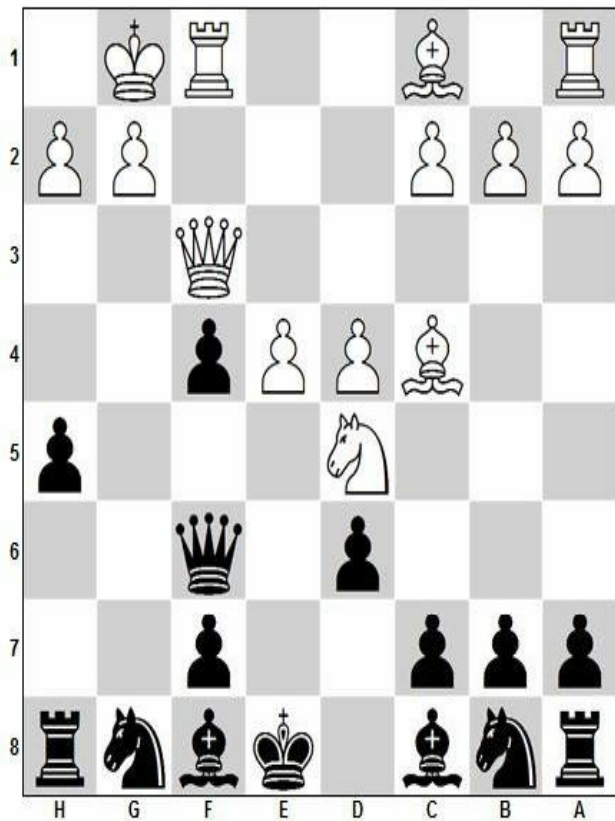
(144) White to move



7.Bxf7+ discovers an attack on the hanging Black Queen on d4.

From the game purerwandb (Rob Hartelt) vs moehabibi, ChessCube December 2011.

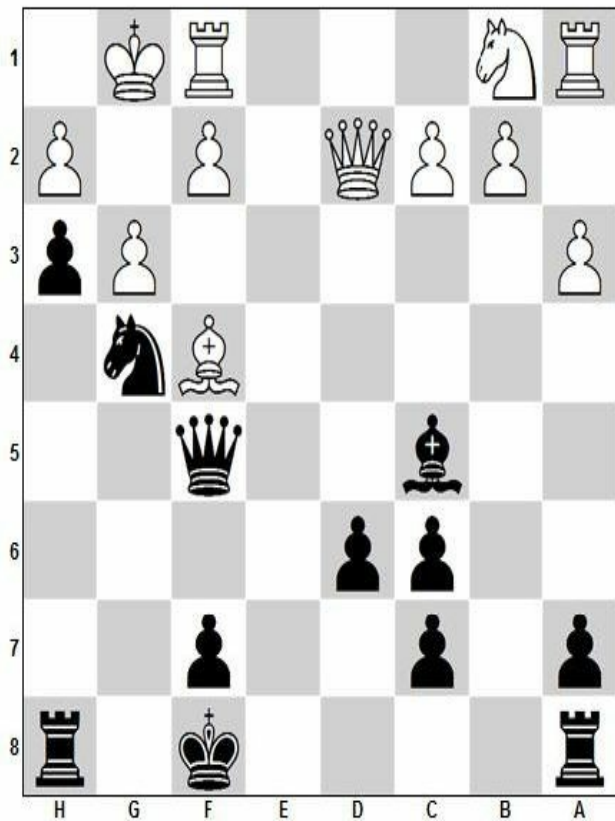
(145) Black to move



9...Qxd4+ forks the King and the White Bishop on c4. This type of forking tactic with the White King, White Bishop and Black Queen is common in class player games in the King's Gambit.

From the game archship (1725) –
ilyatraynin (1699), rated standard match,
December 20, 2011

(146) Black to move

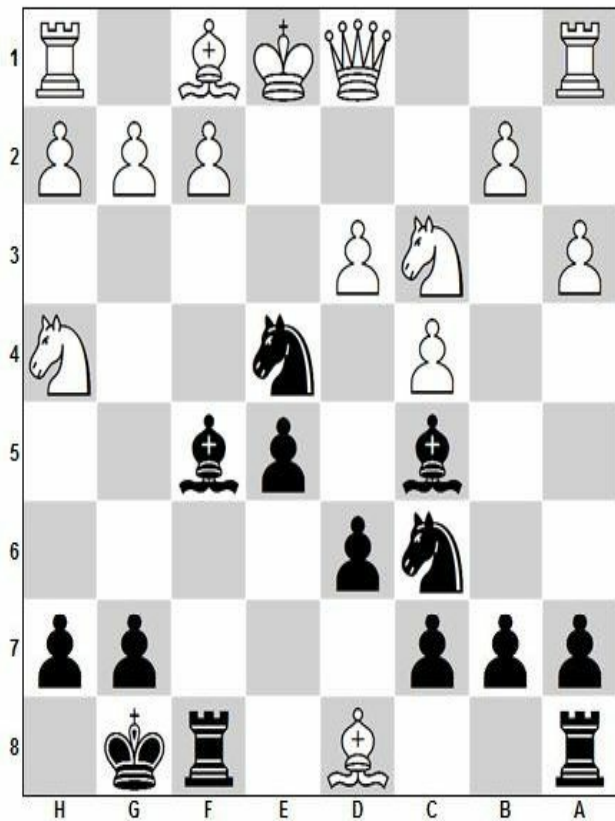


17...Qe4 leads to a forced mate. On the previous move, White played g3, which left horrible holes on their King's protection. White can only delay the mate with some spite checks,

18.Bxd6+ cxd6 19.Qxd6+ Bxd6 20.f3 Qe2 21.Rf2 Qxf2+ 22.Kh1 Qxh2#

From the game Jon Gurutz (1842) – Xabier Mujika (1865), 90'+30', December 07, 2007

(147) Black to move



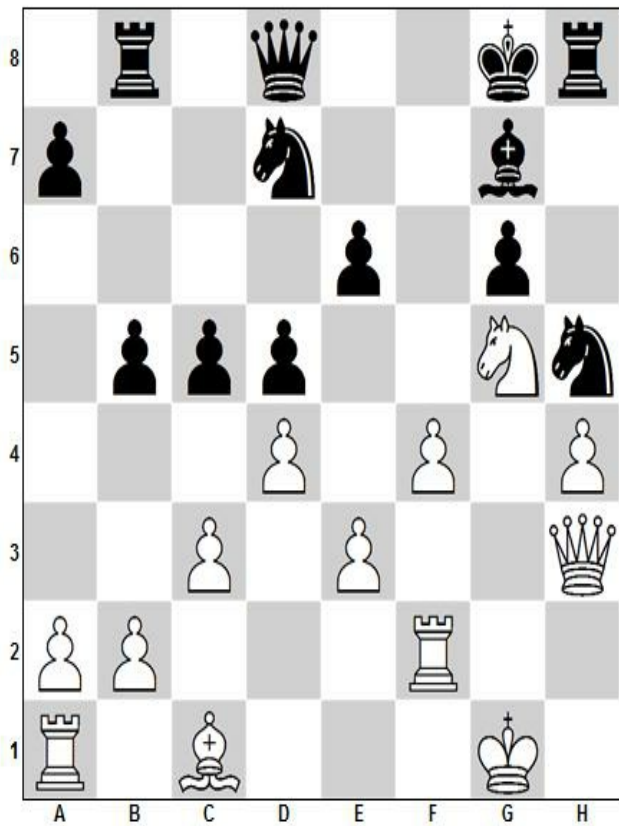
10...Bxf2+ is a variation on L gal's Mate.

11. Ke2 Bg4# This is a really good tactical pattern to know. Black actually played an unsound version of it, but got away with it. See the Wikipedia entry for more information:

[http://en.wikipedia.org/wiki/L gal's Mate](http://en.wikipedia.org/wiki/L%C3%A9gal's_Mate)

From the game cdwasserman (1409) – cadwah (1535), 2012 Championship, Round 1, February 1, 2012

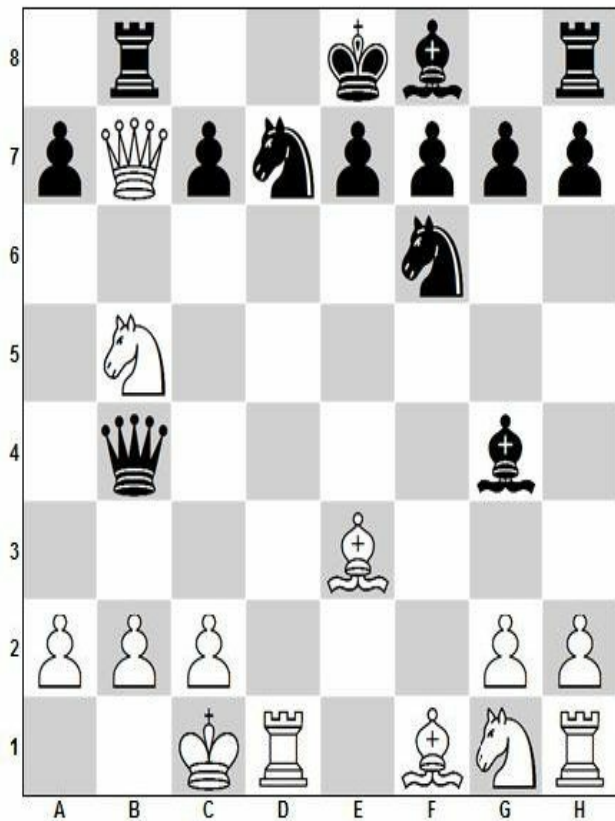
(148) White to move



19.Qxe6+ an Easy mate in two with ***19...Kf8 Qf7#***

Variation from the game Edgar Reyes
(1799) – Jerome Weikel (2044), Reno
Chess Club Championship, Round 1,
March 6, 2003

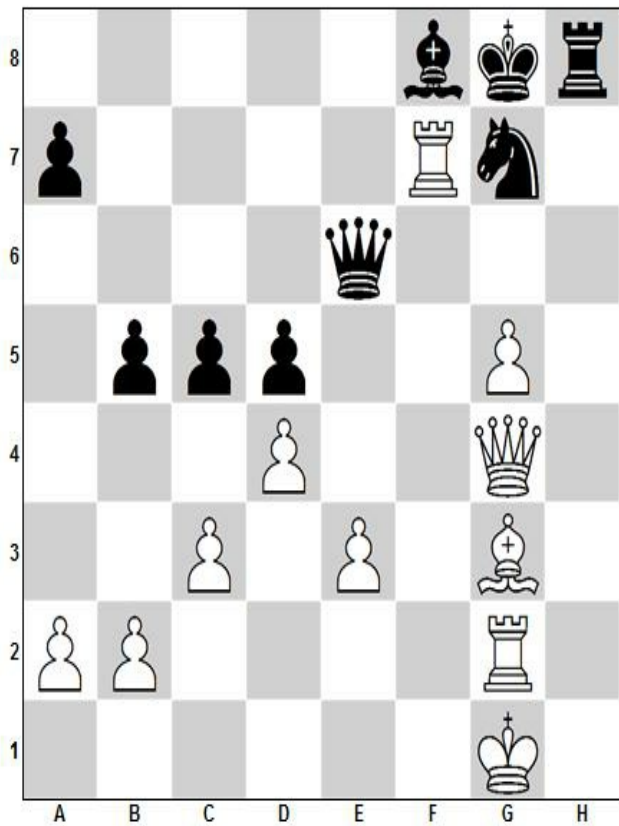
(149) White to move



10. Qxb8+!! is a brilliant Queen sacrifice
Nxb8 11. Nxc7#.

From the online blitz game slimedog
(Anthea Carson) vs Skorcenichess.com
Feb 5, 2012

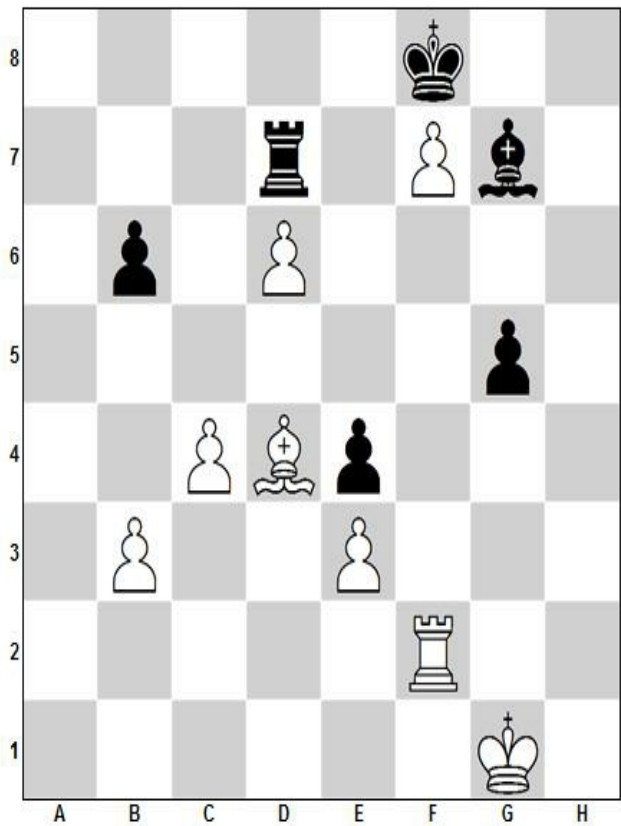
(150) White to move



32.Rxg7+ removes the defender of the Queen on f6 **32...Kxg7 (32...Bxg7)**
33.Qxe6

From the game Edgar Reyes (1799) –
Jerome Weikel (2044), Reno Chess Club
Championship, Round 1, March 6, 2003

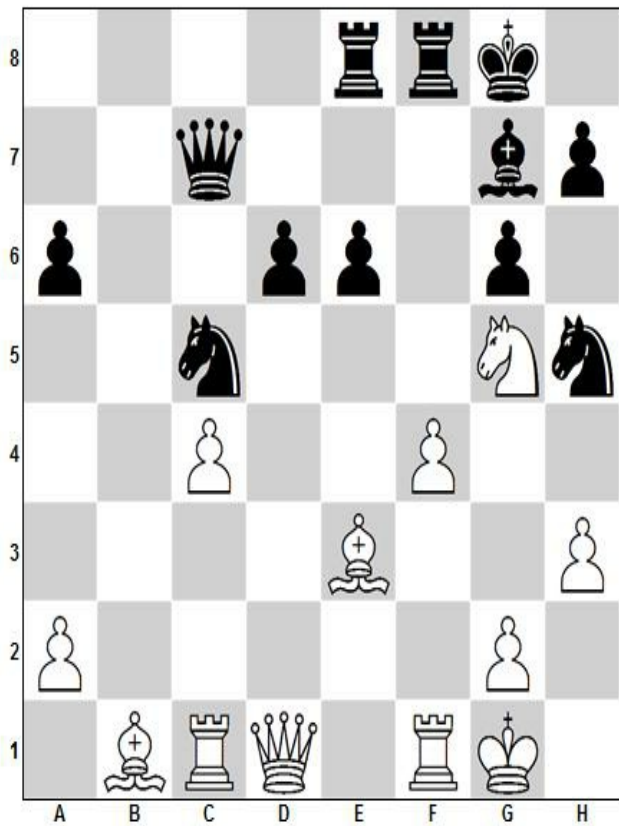
(151) White to move



35.Bxg7+ deflects the king from the f8 square **35...Kxg7 36. f8=Q+** and mates soon after. In the game White grabbed a pawn with 35. Bxb6, and is still winning, but trading down, and queening the pawn is the much shorter route to victory.

Missed in the game Edgar Reyes (1799) – Jerome Weikel (2044), Reno Chess Club Championship, Round 1, March 6, 2003

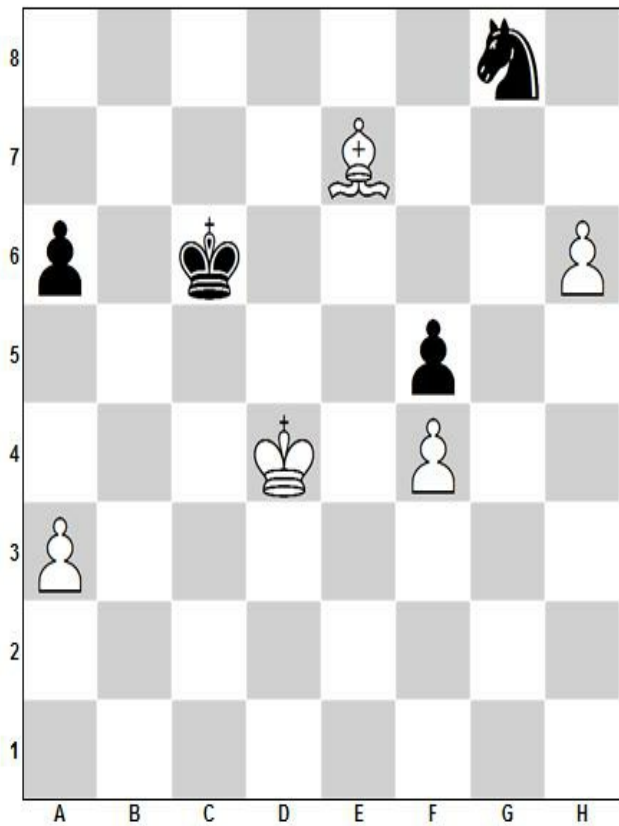
(152) White to move



25.Nxh7 if **25...Kxh7** **26. Qxh5** wins
back the knight with interest (the g6 pawn
is now pinned to the Black King)

From the game Tim Aguayo (2077) –
David Ryba (2016), Reno Chess Club
Championship Semi, Round 2, April 3,
2003

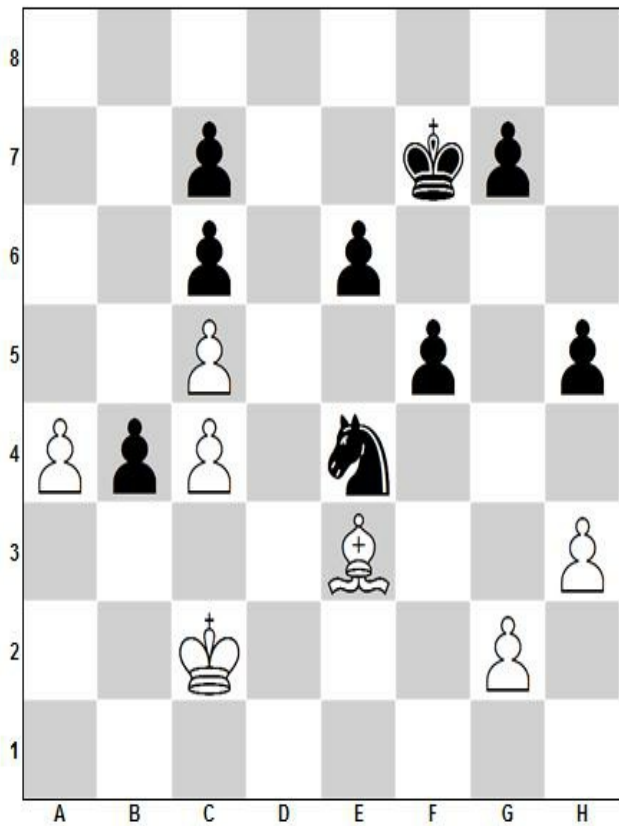
(153) White to move



53.h7 pushes the pawn one step closer to becoming a Queen, giving up the less important bishop as collateral damage.

Variation from the game Tim Aguayo (2077) – David Ryba (2016), Reno Chess Club Championship Semi, Round 2, April 3, 2003

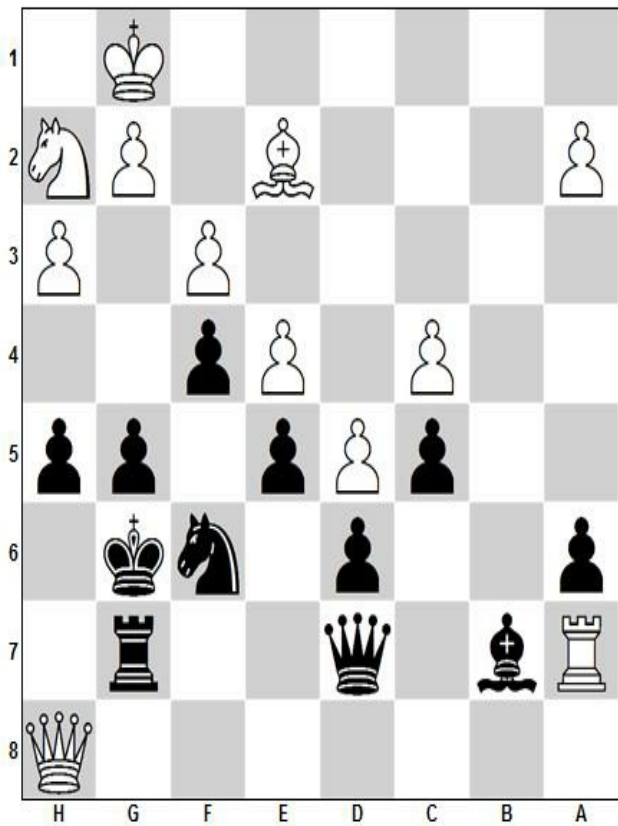
(154) White to move



27.a5 The wall of doubled pawns on the c file, and the Black King being so far away, prevents black from being able to stop the a pawn from queening.

From the game George Lundy (1472) – Elizabeth Scott (1227), Cheyenne Open, WY, Round 4, November 16, 1997

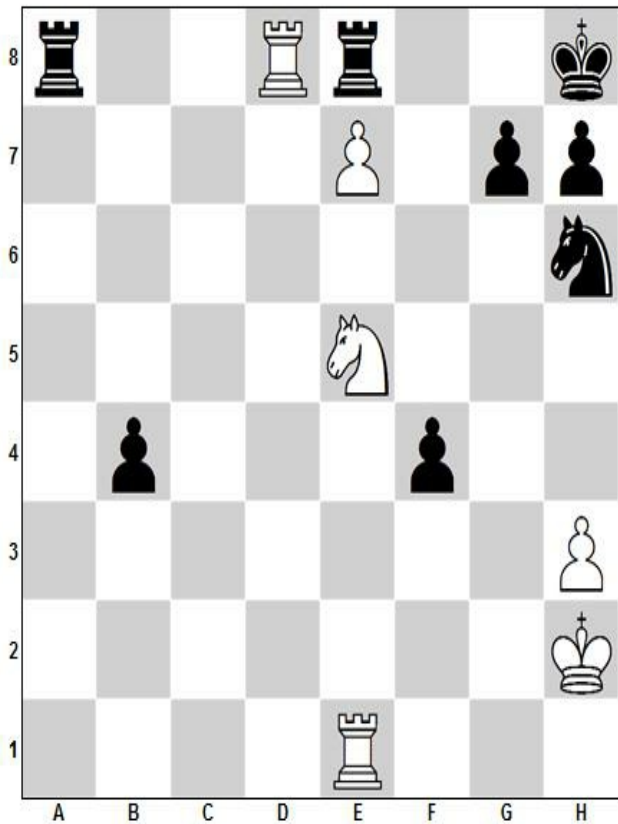
(155) Black to move



37...Rg8 traps the White Queen

From the game George Fischer (1833) –
Ernest Hong (1898), Reno Chess Club
Class A Championship, May 15, 2003

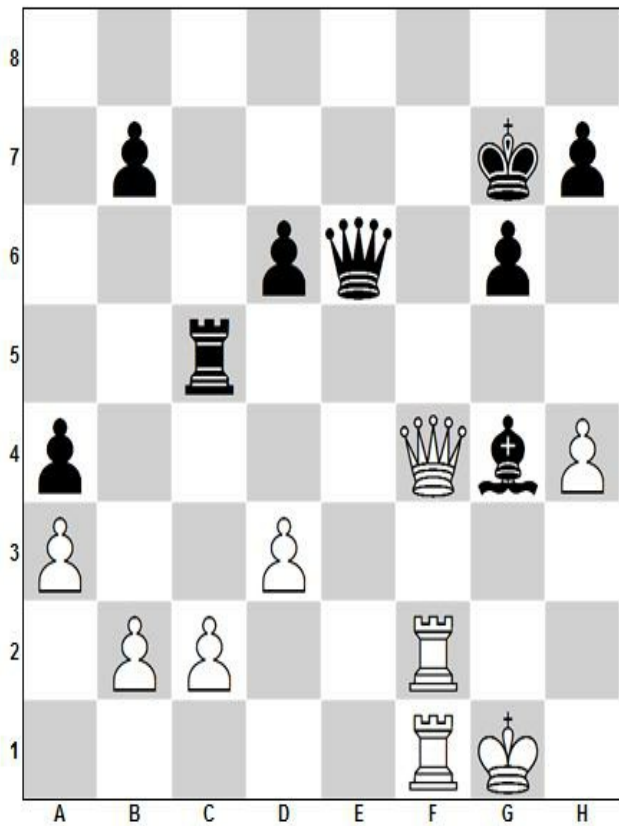
(156) White to move



41.Rxa8 deflects the Rook on e8 from the queening square. **41...Rxa8 42.Nf7+ Kg8 43.Nd8** and white will queen their pawn

From the game Ernest Hong (1898) – Dan Wermers (1859), Reno Chess Club Class A Championship, May 15, 2003

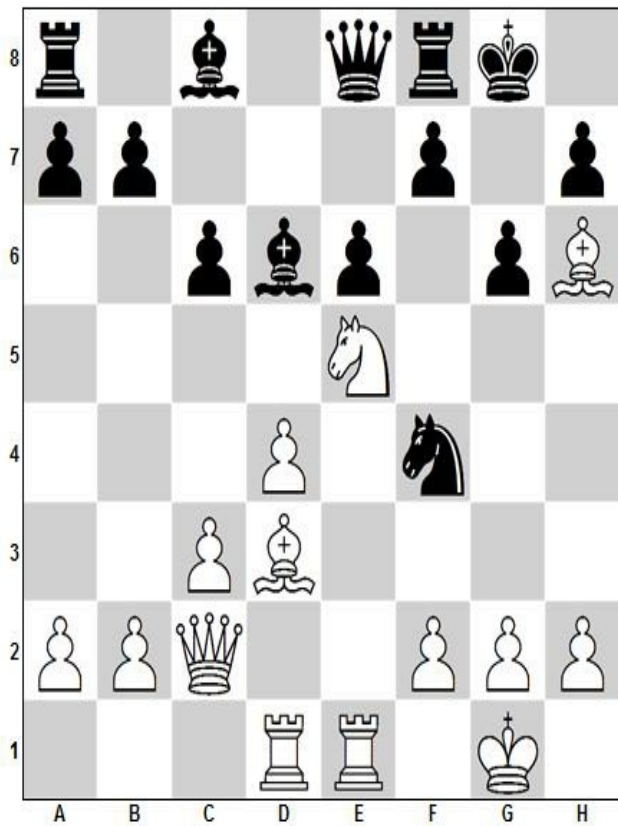
(157) White to move



40. *Qf8#* is a nice checkmate

From the game Stephen Cindrich (1701) –
Milovoj Filipas (1623), Reno Chess Club
Class B Championship, April 24, 2003

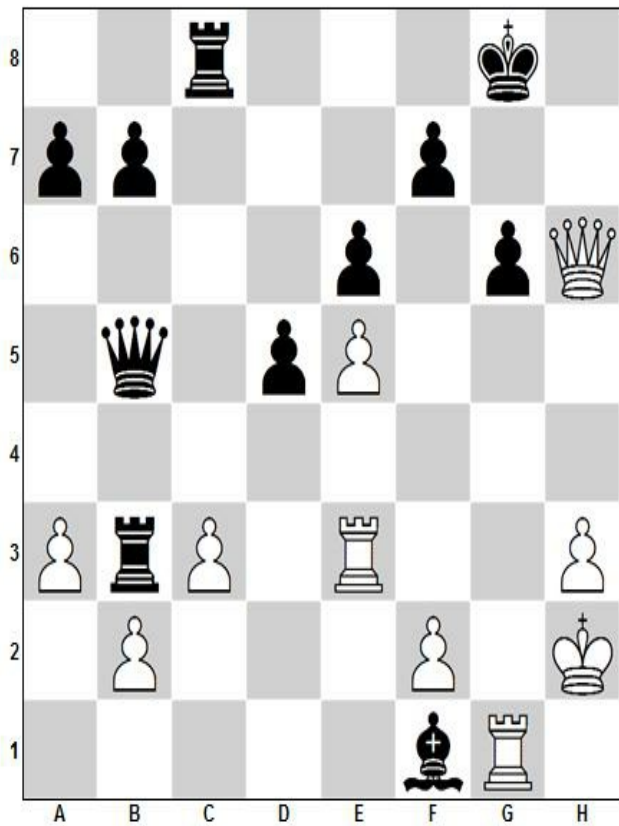
(158) White to move



20.*Bxf4* picks up a hanging piece

From the game Ian McKenzie (Unrated) –
Tom Alcorn (1243), Cheyenne Open, WY,
Round 1, November 15, 1997

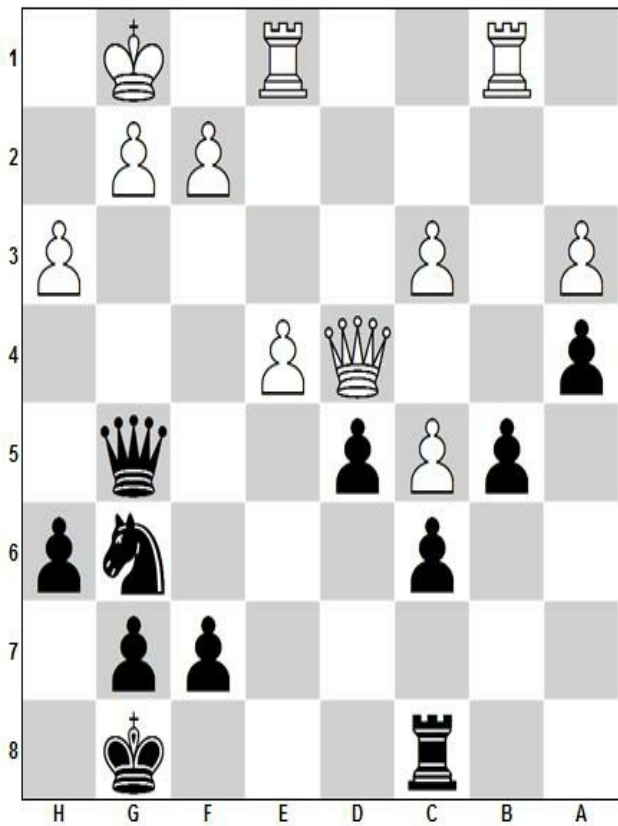
(159) White to move



34.Rxg6+ leads to a forced mate ***34...
fxg6 35.Qxg6+ Kf8 36.Rf3+ Ke7 37.Rf7+
Kd8 38.Qf6+ Ke8 39.Qe7#***

From the game Stephen Kesti (1771) –
Grant Fleming (1781), Reno Chess Club
Class B Championship, May 13, 2003

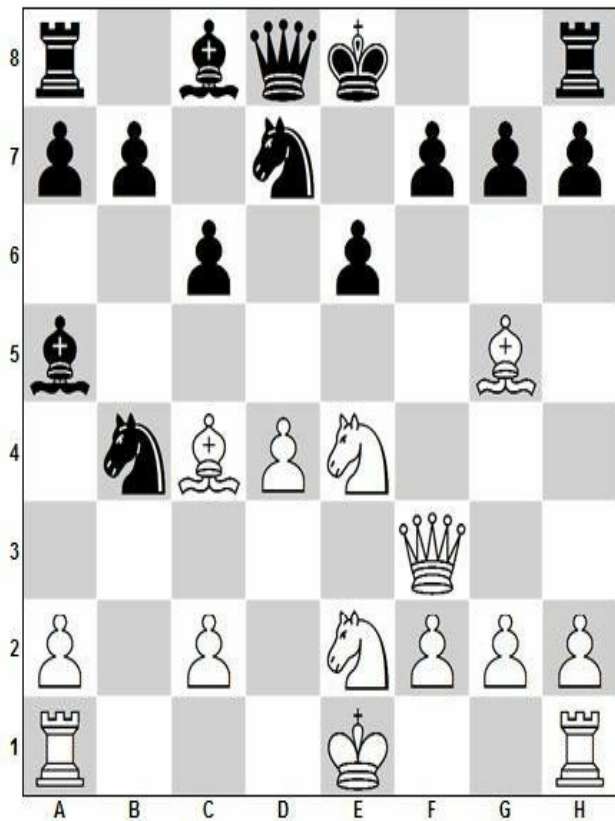
(160) Black to move



24...Nh4 threatens **25...Qxg2#**, and the family fork **25...Nf3+**

From the game Elizabeth Scott (1227) – Jason Gieske (unrated), 1997 Cheyenne Open, WY, Round 1, November 15, 1997

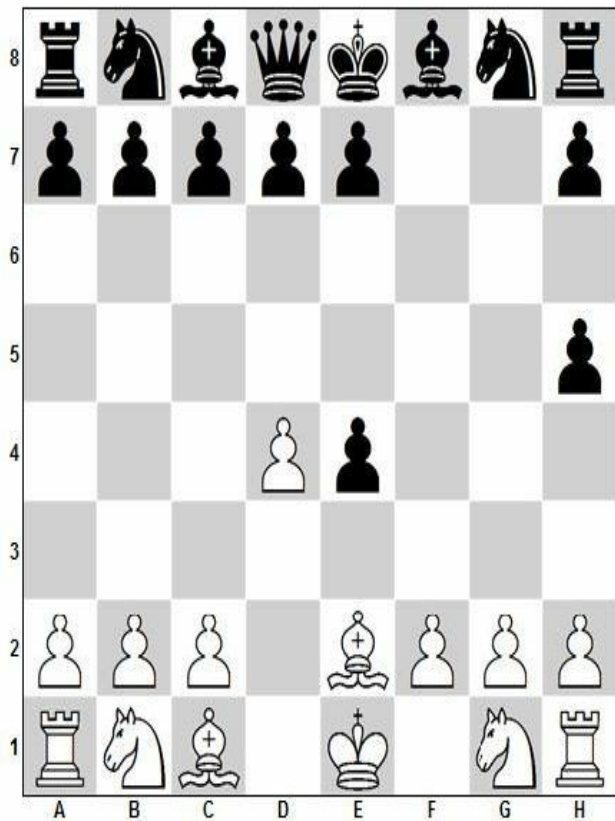
(161) White to move



11.Nd6+ Black was hoping to play a double discovered check with **Nxc2+** but gets mated after **11...Kf8 12. Qxf7#**

Variation from the game Zach Bekkedahl (2099) – Tim Brennan (1812), Loveland Open, Round 3, February 12, 2012

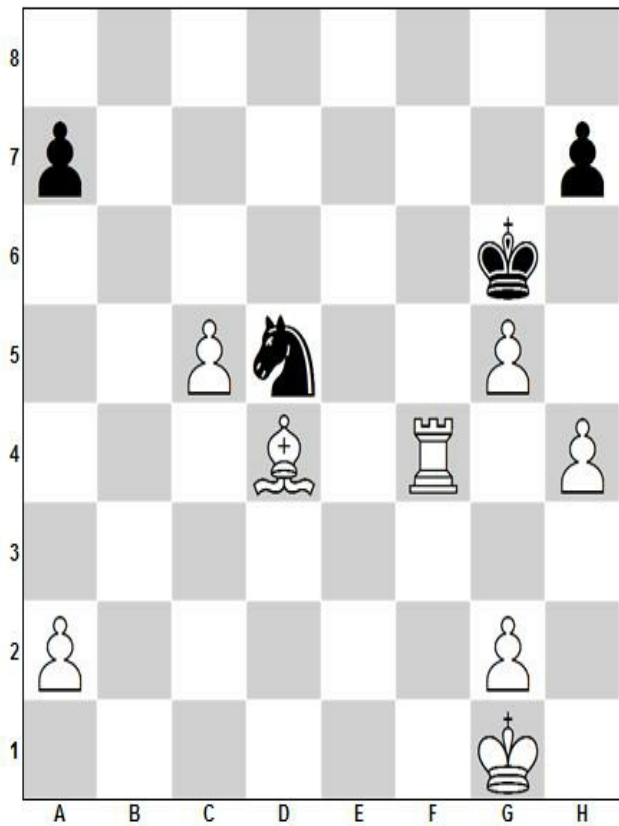
(162) White to move



5. Bxh5# This USCF rated G/90 latest only 5 moves **1. d4 f5 2. e4 fxe4 3. Qh5+ g6 4. Be2 gxh5 5. Bxh5# 1-0**

From the game Anthea Carson (1655) and Alexander Freeman (1728), Panera Bread, Colorado Springs, February 1, 2012,

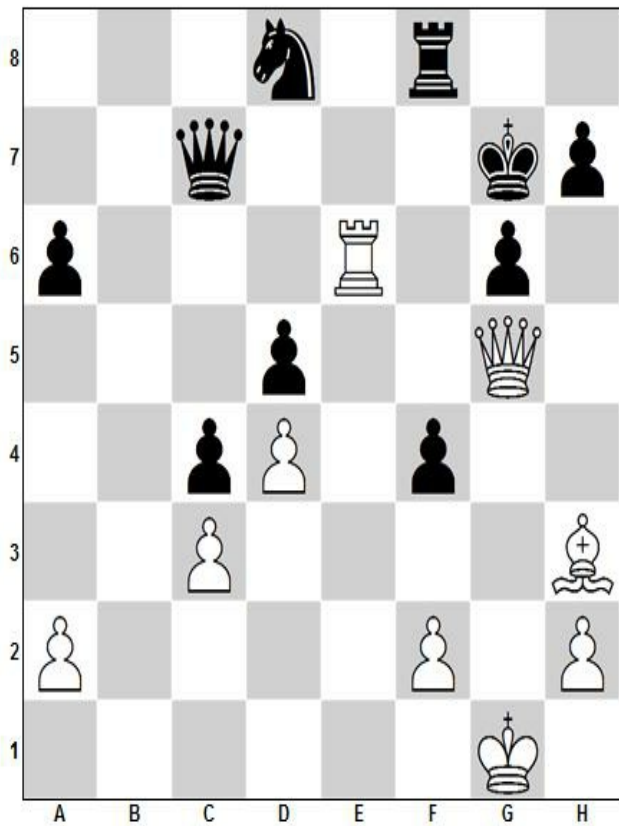
(163) White to move



46.Rf6+ Offers black a rook for a knight so they can simplify into a winning endgame. If black declines this offer, and plays **46...Kh5**, white picks up another pawn with **47. Rh6+**. If **46...Kg7** **47. Rd6+** discovered check wins the knight.

From the game Laroy O'Doan (1600) – Stephen Kesti (1771), Reno Chess Class B Championship, May 15, 2003

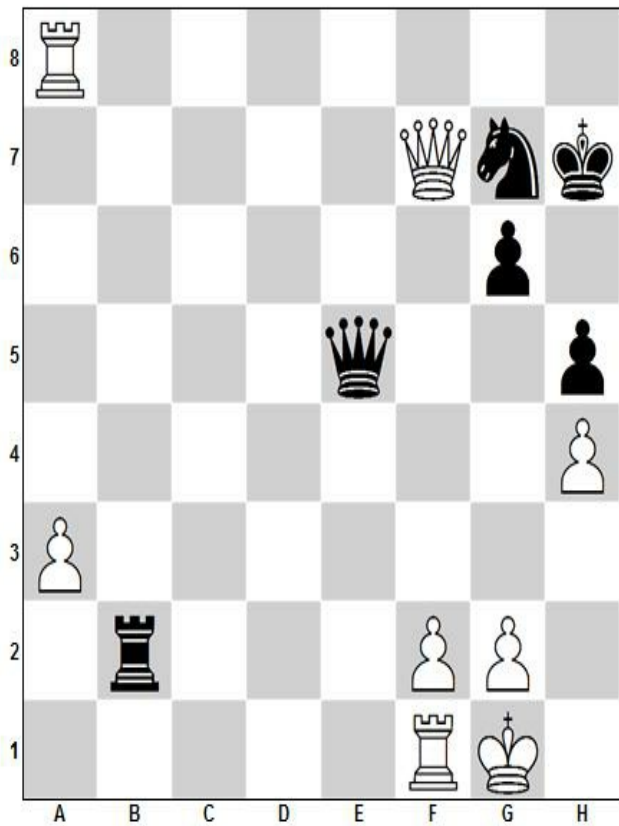
(164) White to move



32.*Re7*+ forks the King and Queen.

From the game Michael Goffe (1629) –
Stephen Cindrich (1706), Reno Chess
Club Class B Championship, May 8, 2003

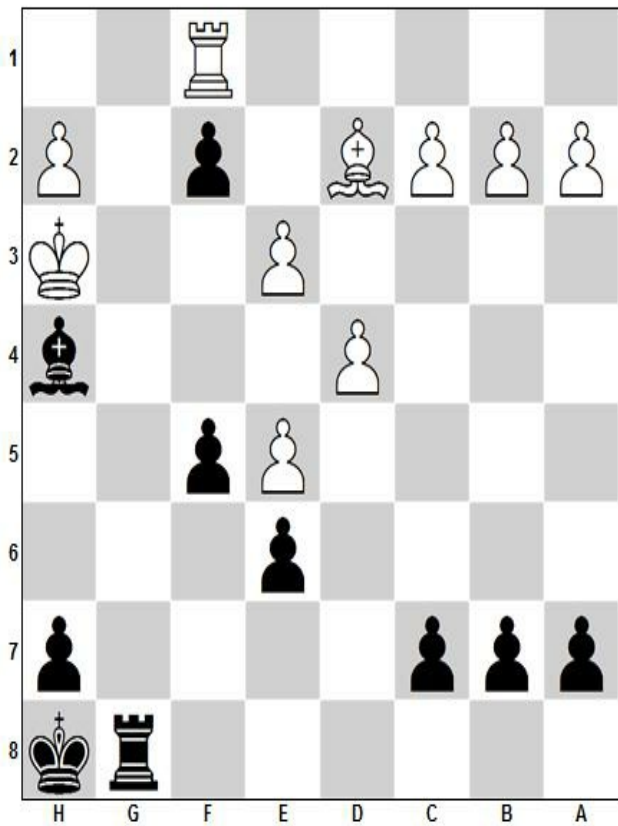
(165) White to move



44.Qg8+ Kh6 45. Qh8#

From the game Elizabeth Scott (1227) –
Jason Gieske (unrated), 1997 Cheyenne
Open, WY, Round 1, November 15, 1997

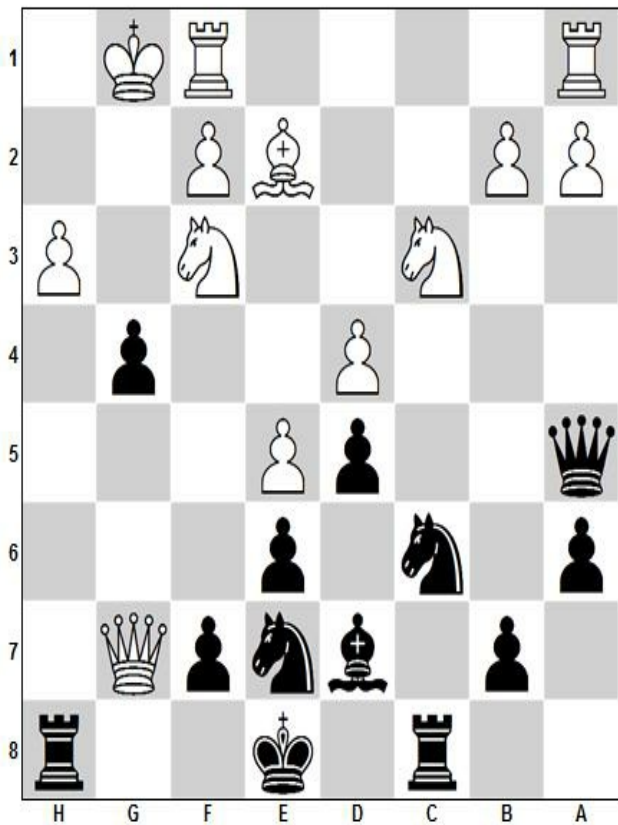
(166) Black to move



29...Rg1 forces the rook on f1 away from blocking the f pawn

From the game Dan Horen (1260) – John Bales (1475), Cheyenne Open, WY, Round 3, November 16, 1997

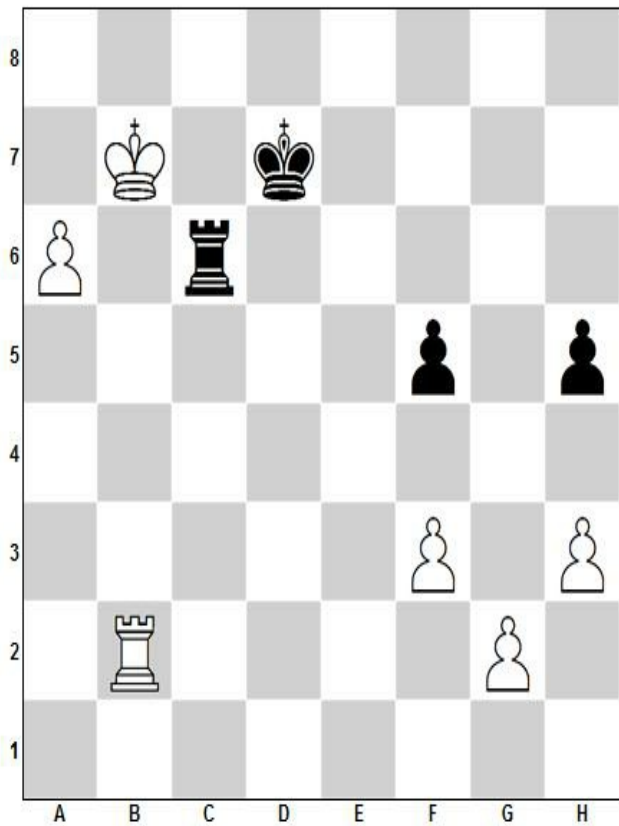
(167) Black to move



18...Rg8 gets the rook out of danger, and sets up a bone crushing discovered check on the next move

From the game Arlo Mann (1537) -
Michael Goffe (1629), Reno Chess Club
Class B Championship, May 19, 2003

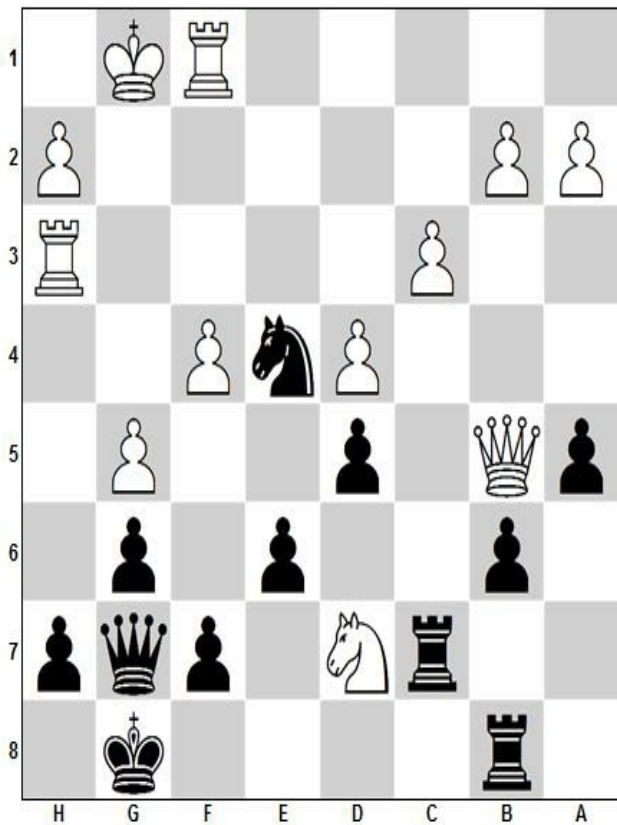
(168) White to move



53.Rd2+ forces black to give up defense of the Rook on c6 or trade Rooks, allowing white to easily queen their a pawn after **53...Rd6 54. Rxd6 Kxd6 55. a7.**

From the game Grant Fleming (1781) – George Kirste (1660), Reno Chess Club Class B Championship, May 29, 2003

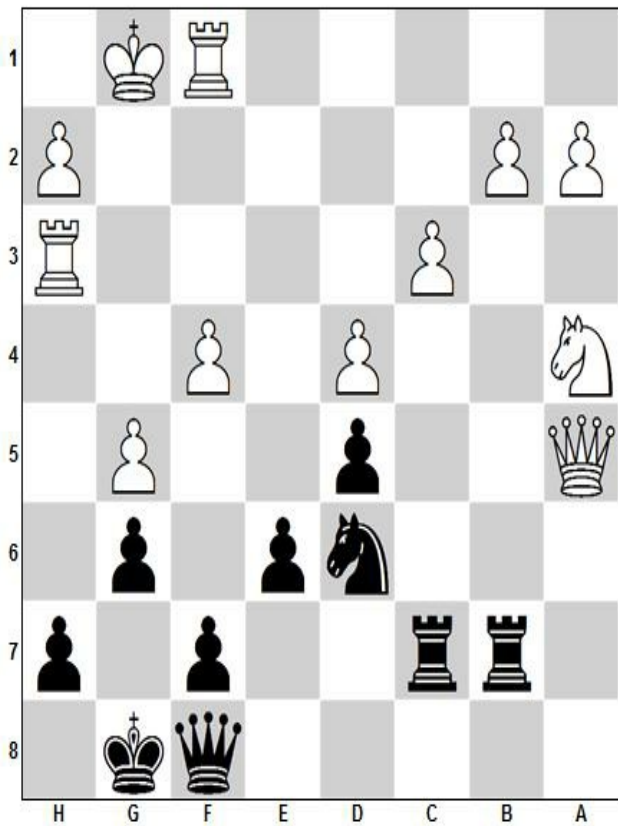
(169) Black to move



27...Nd6 The White Queen is forced away from her defense of the Knight on d7 after
28. Qa4 b5

From the game Grant Fleming (1781) –
David Peterson (1727), Reno Chess Club
Class B Championship, May 30, 2003

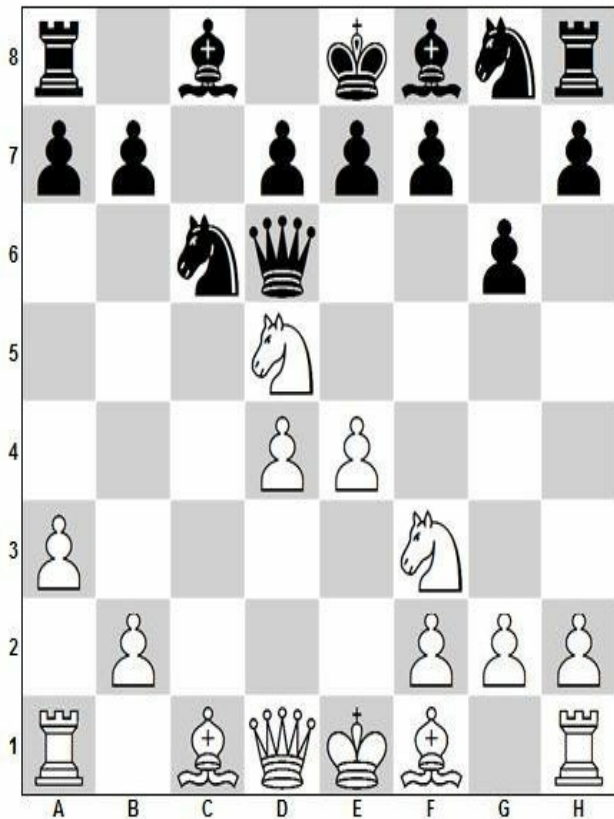
(170) Black to move



30...Nc4 The white queen gets trapped after **31. Qa6 Qe8** (or ...**Qb8**) and **32. Ra7**

From the game Grant Fleming (1781) – David Peterson (1727), Reno Chess Club Class B Championship, May 30, 2003

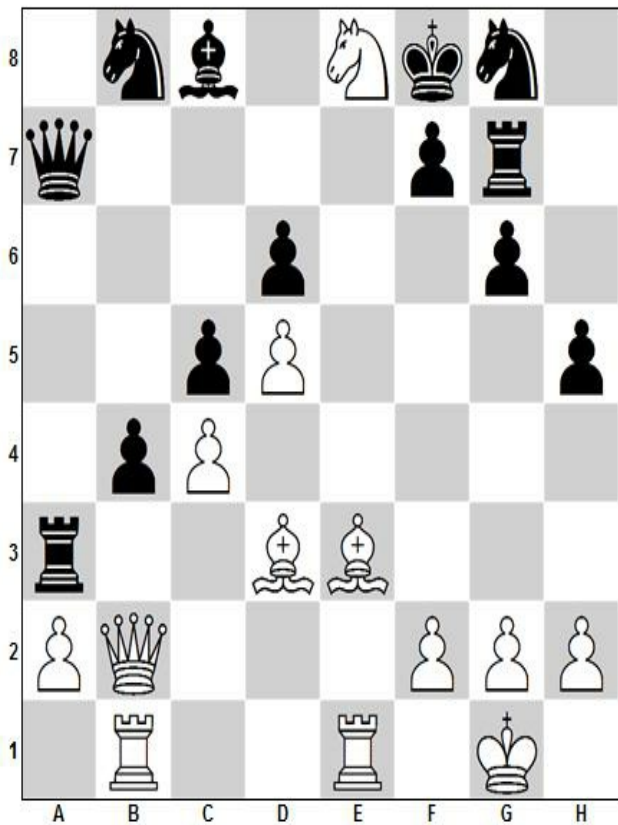
(171) White to move



9.Bf4 forces the awkwardly placed Queen to a bad square or into a lower value trade. After **9...Qe6 10. Nc7+** is a family fork.

From the game TimmyBx (1965) – rjlohan (1354), Ladder, redhotpawn.com, March 11, 2012

(172) White to move



23.Qxg7+ wins a piece and leads to mate after either

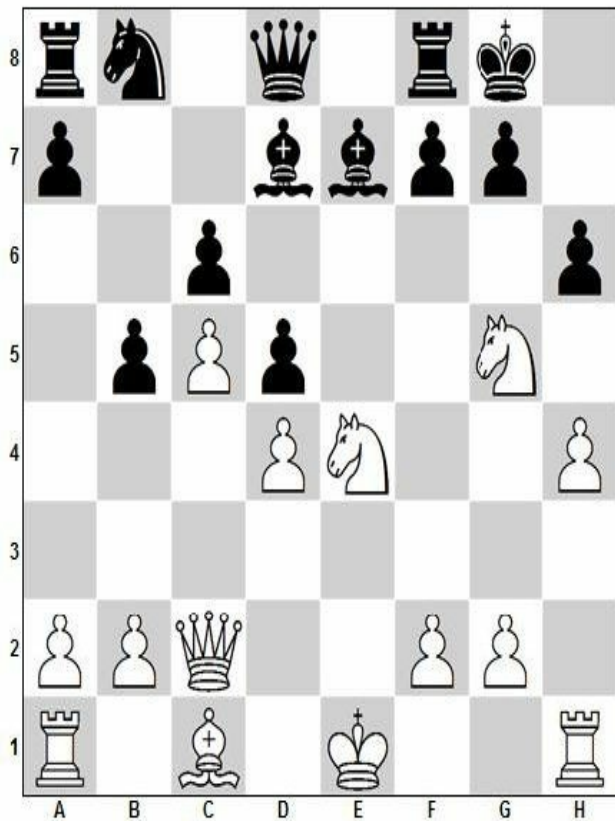
**23...Kxe8 24.Qxg8+ Kd7 25.Qxf7+ Kd8
26.Bg5+ Qe7 27.Qxe7#**

or

**23...Ke7 24.Bg5+ Kd7 25.Qxf7+ Ne7
26.Qxe7#**

Variation from the game Steve Melancon (1506) - James Mann (1537), Reno Chess Club Class C Championship, May 2003

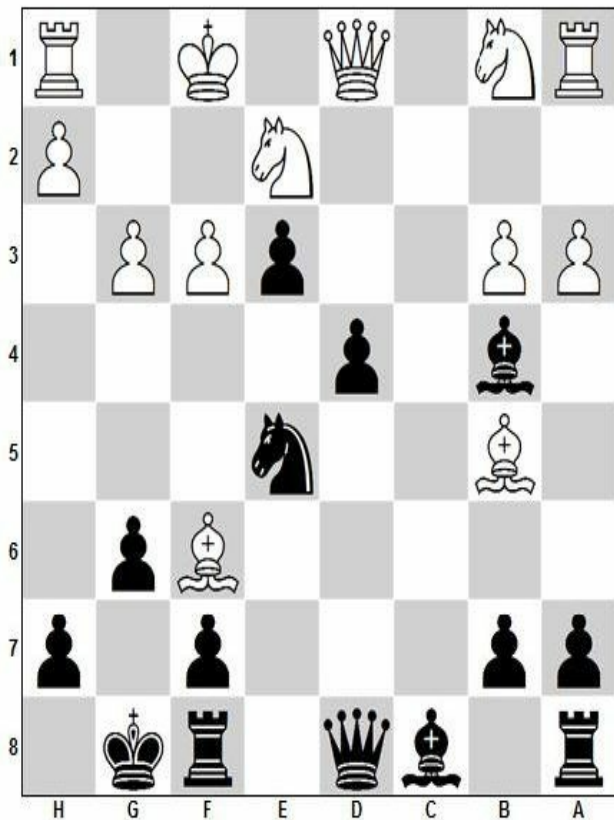
(173) White to move



13.Nf6+!! got a double exclamation from Fritz 13 and leads to mate after ***13...Bxf6***
(13...gxf6 or 13...Kh8) 14.Qh7#

From the game PureRWandB (1399) –
dhdenbow (1516), Challenge,
redhotpawn.com, February 2, 2012

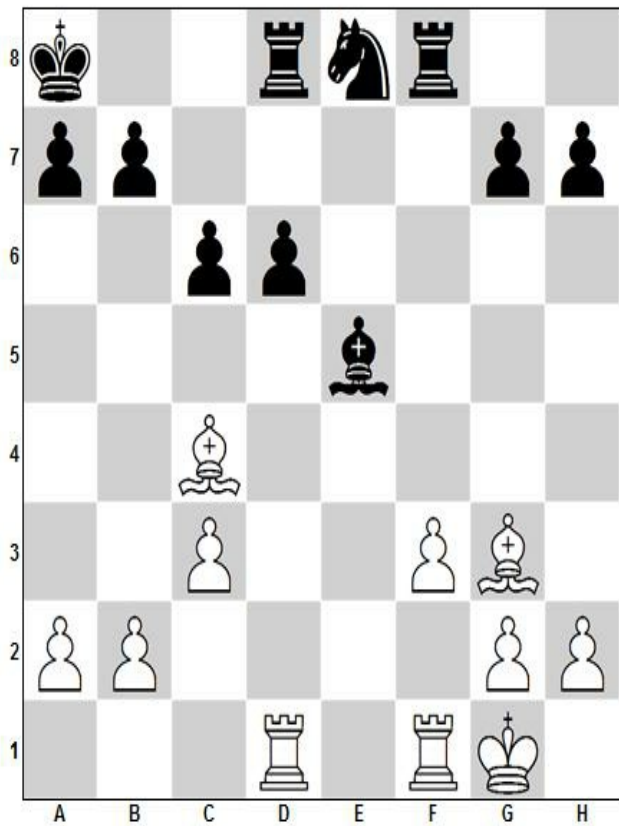
(174) Black to move



16...Bh3+ leads to mate after ***17. Kg1***
Nxf3#

From the game asakar (1324) – ooloth
(1683), Let's Play! Chess.com, March 27,
2009

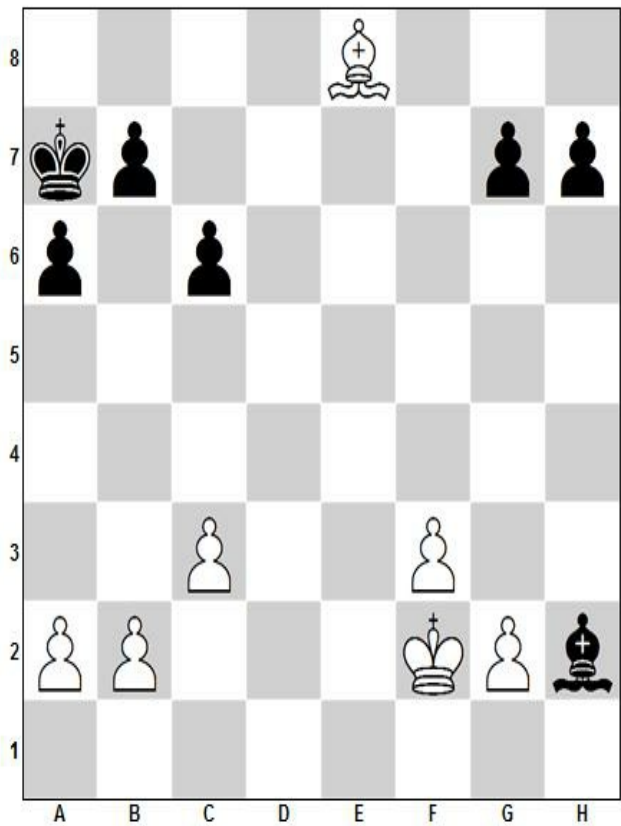
(175) White to move



22. *Bxe5* wins a piece because the d6 pawn is pinned. If **22...*dxe5* 23. *Rxd8#***

Variation from the game Calvin Van Reken (1165) – Norman Wyatt (1245), Match Game Reno Chess Club, May 15, 2003

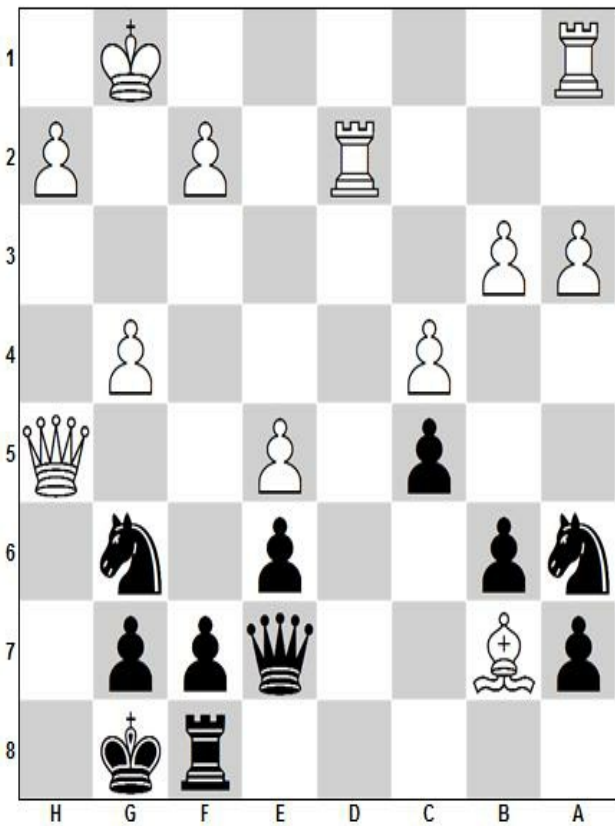
(176) White to move



32.g3 traps the dark square bishop who went after a poison pawn.

Variation from the game Calvin Van Reken (1165) – Norman Wyatt (1245), Match Game Reno Chess Club, May 15, 2003

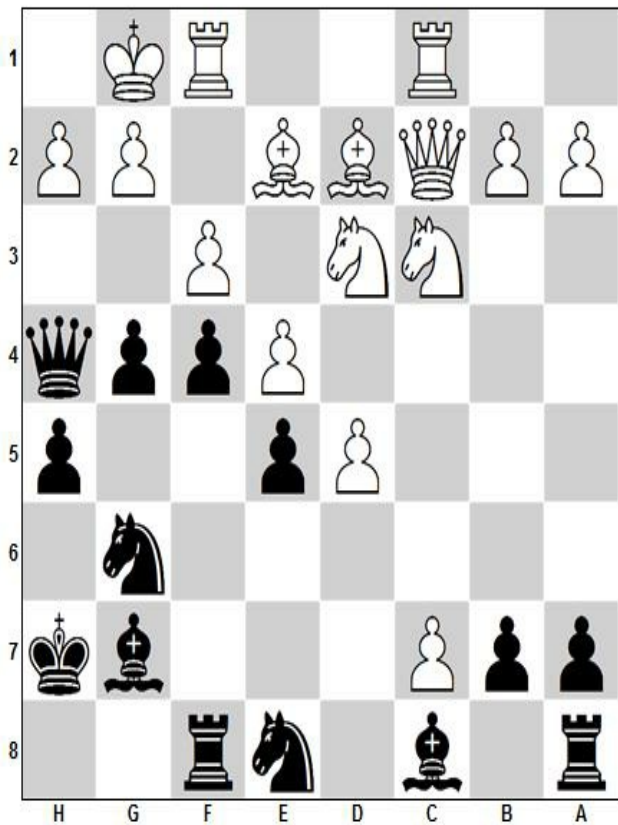
(177) Black to move



30...Nf4 traps the White Queen, who has no safe escape squares.

From the game Ernest Hong (1898) –
George Fischer (1833), Reno Chess Club
Class A Playoff, June 15, 2003

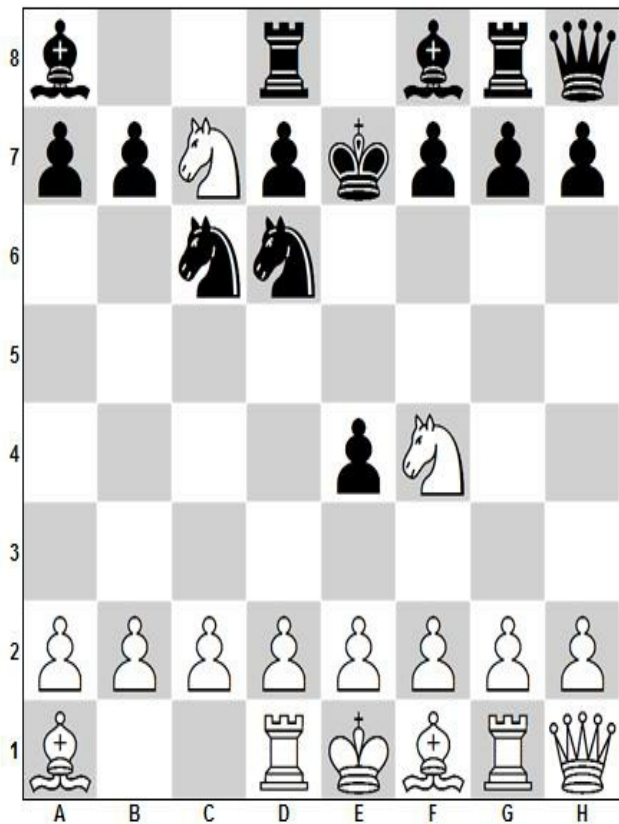
(178) Black to move



19...g3 threatening **20...Qxh2#** if **20. h3**
Bxh3 21. gxh3 Qxh3 and white will have
to give up material to avoid being mated.

Variation from the game George Fischer
(1833) - Ernest Hong (1898), Class A
Playoff, June 22, 2003

(179) White to move

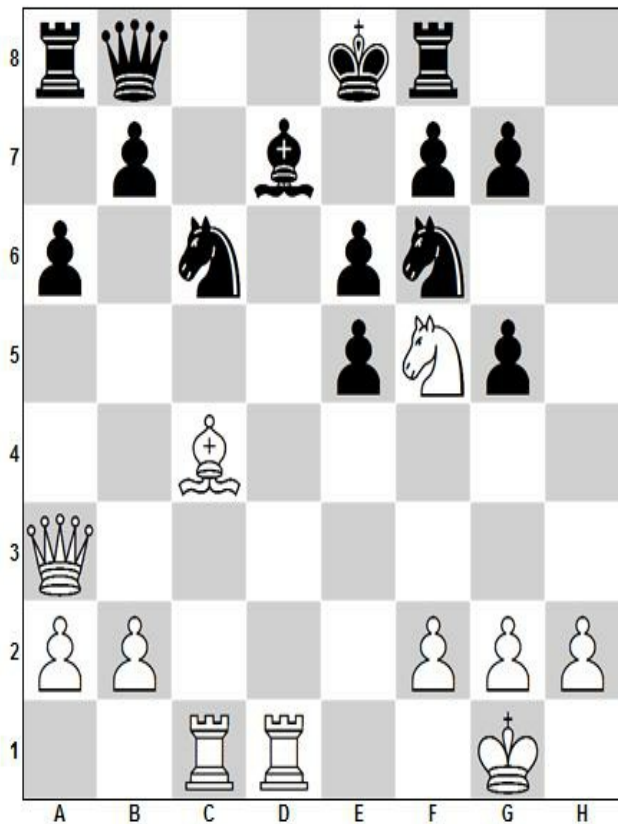


6.Nfd5# is a fun checkmate.

The complete game went 1. Nc3 e5 2. Nd3 Nc6 3. Nb5 e4 4. Nxc7+ Ke7 5. Nf4 Nd6 6. Nfd5# 1-0

From the game purerwandb vs justinholland, ChessCube, April 06, 2012

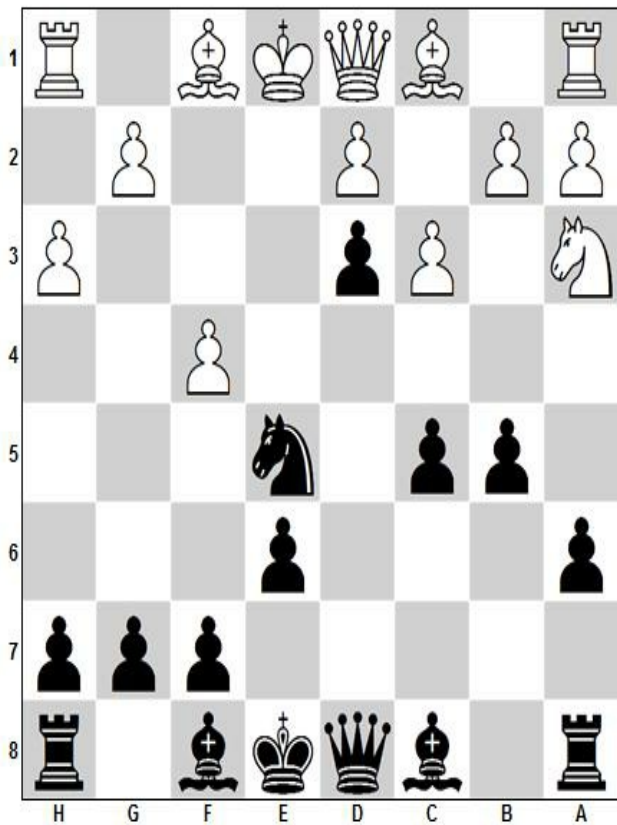
(180) White to move



21.Nxg7+ forces the Black King away from defending the f7 Rook from the White Queen on a3

From the game Karl Bohlmann (1538) – Ernest Hong (1898), Firecracker Reno Chess Club, Round 1, June 19, 2003

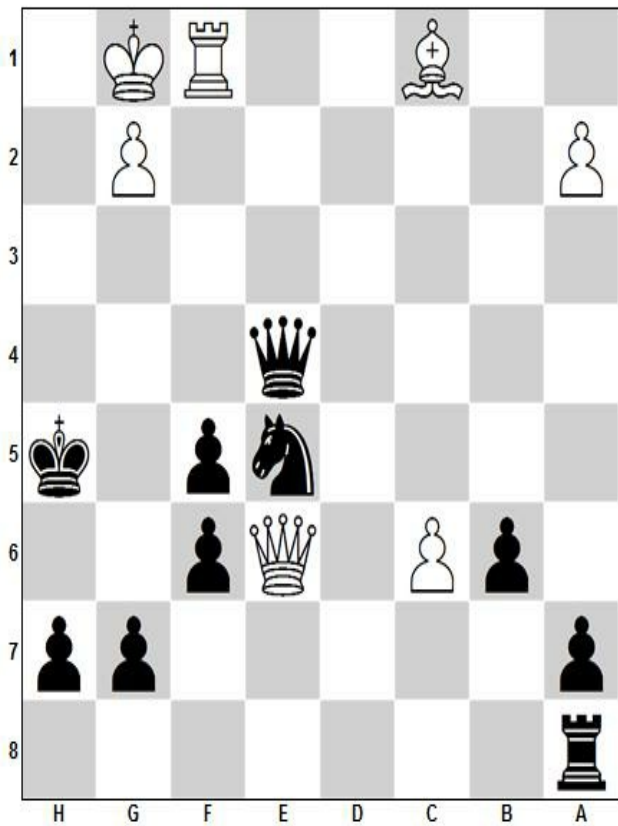
(181) Black to move



13...Qh4+ leads to mate, exploiting the weak squares around the White King **14.g3 Qxg3#** Be careful with early f pawn pushes in the opening, as they can leave you vulnerable to attacks like this.

From the game Kalimullah Kahn –
Michael Goffe, Firecracker Reno Chess
Club, Round 1, June 19, 2003

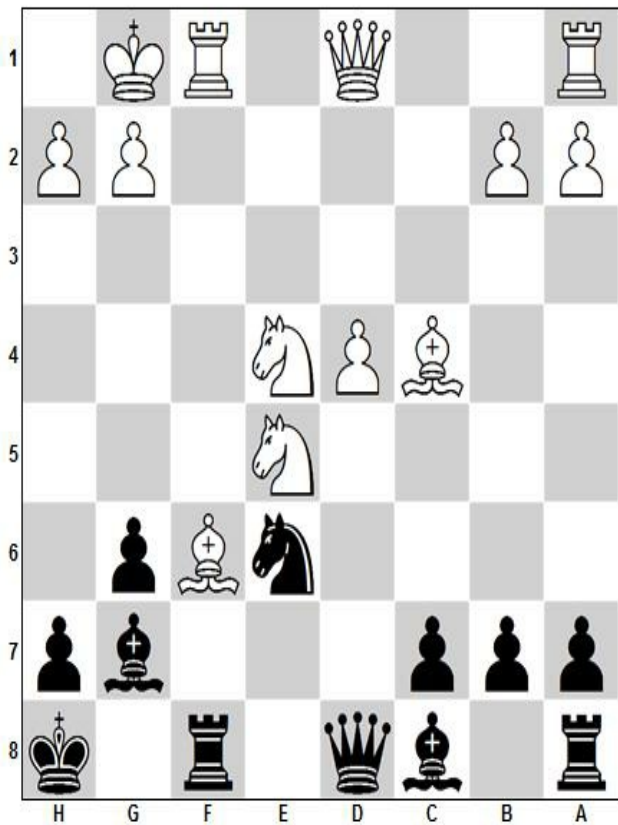
(182) Black to move



34...Nf3+ discovered attack, winning the Queen on e6

From the game Edgar Reyes – George Smith (2521), Firecracker Reno Chess Club, Round 1, June 19, 2003

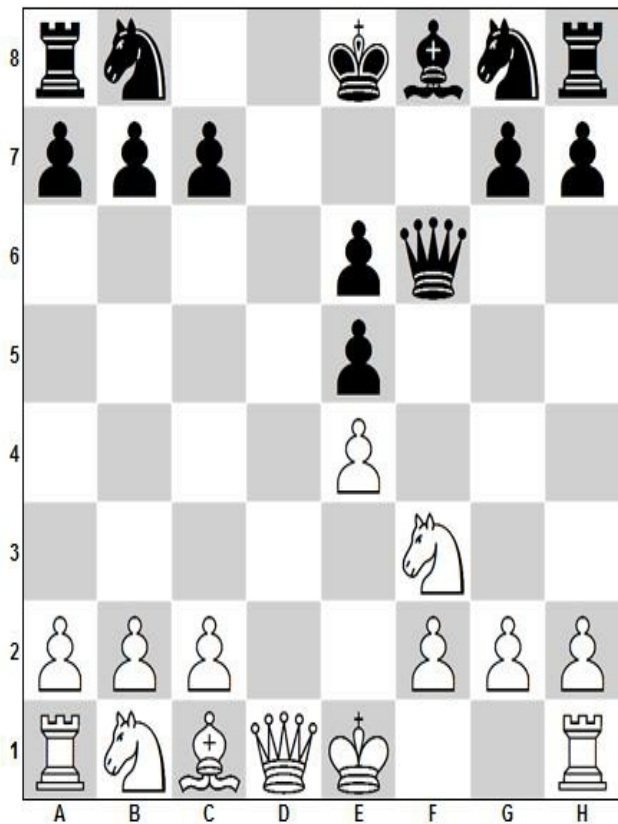
(183) Black to move



18...Bxf6 wins a piece that is attacked 3 times, but only defended twice

Variation from the game Craig Christensen
– Ernest Hong, Firecracker Reno Chess
Club, Round 3, July 3, 2003

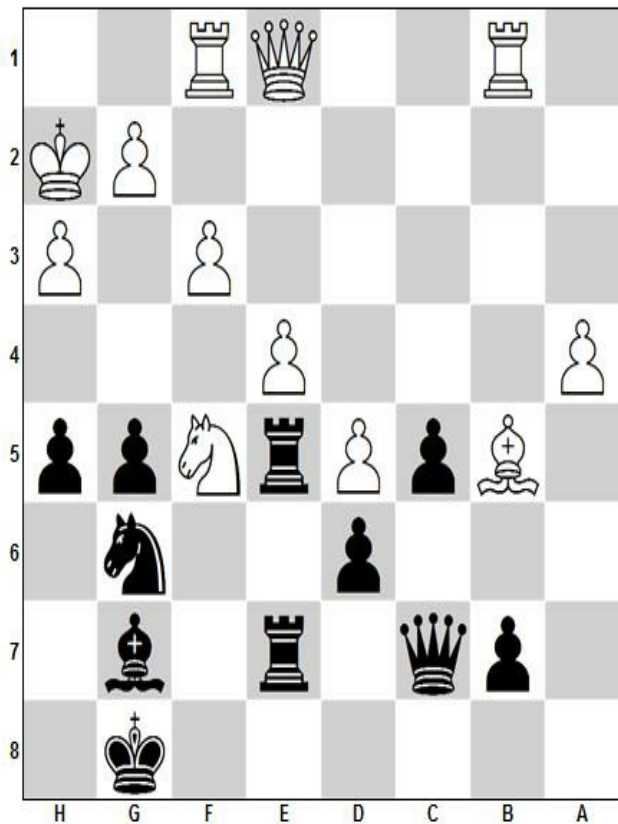
(184) White to move



7.Bg5 puts the Black Queen in an awkward position – if the Queen moves, white has **8. Qd8#**

From the game hartini (1243) –
averagepianist (1180), 2012
Championship, redhotpawn.com, February
1, 2012

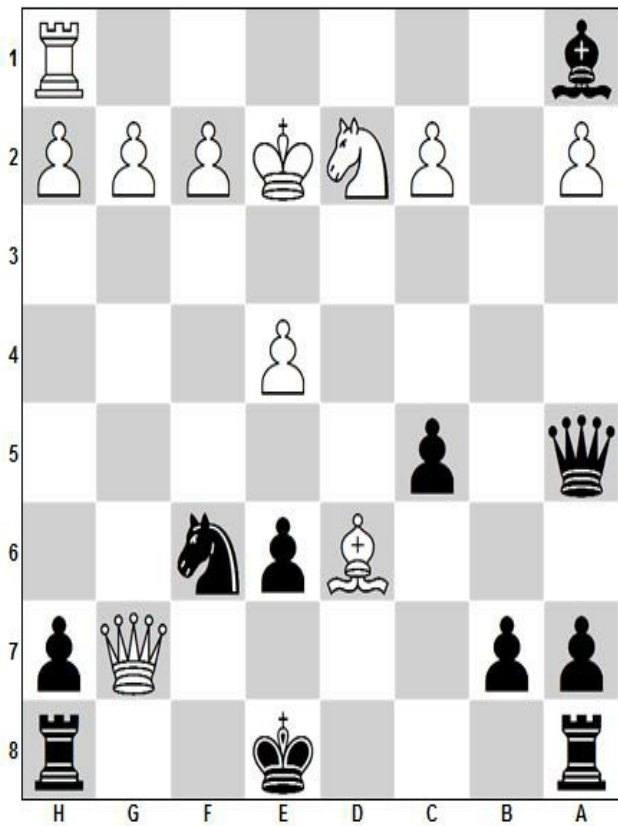
(185) Black to move



29...Rxf5 wins a piece, as the e pawn is pinned to the Queen.

From the game William McComas
(unrated) – Edgar Reyes (1880),
Firecracker Reno Chess Club, Round 5,
June 19, 2003

(186) Black to move

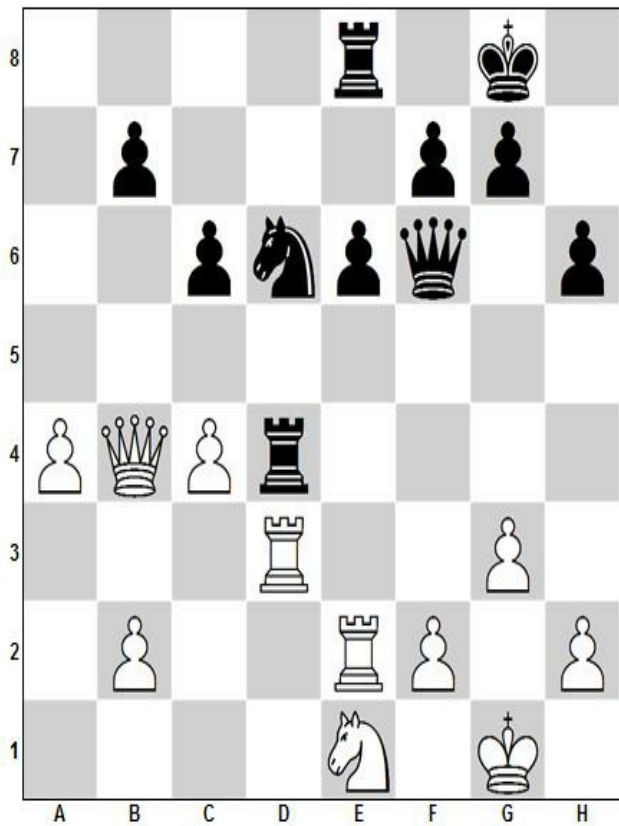


15...Qxd2+!! 16. Kxd2 Nxe4+ discovers an attack on the White Queen on g7 from the Black Bishop on a8, and gets out of the mate threat on e7.

This move would have turned things around for black, who instead played **15...Qb5+** and was mated two moves later after **16. c4 Rg8 17. Qe7#**

Missed move from the game tacomakeeg (1490) – highmush (1335), 2012
Championship, redhotpawn.com, February 1, 2012

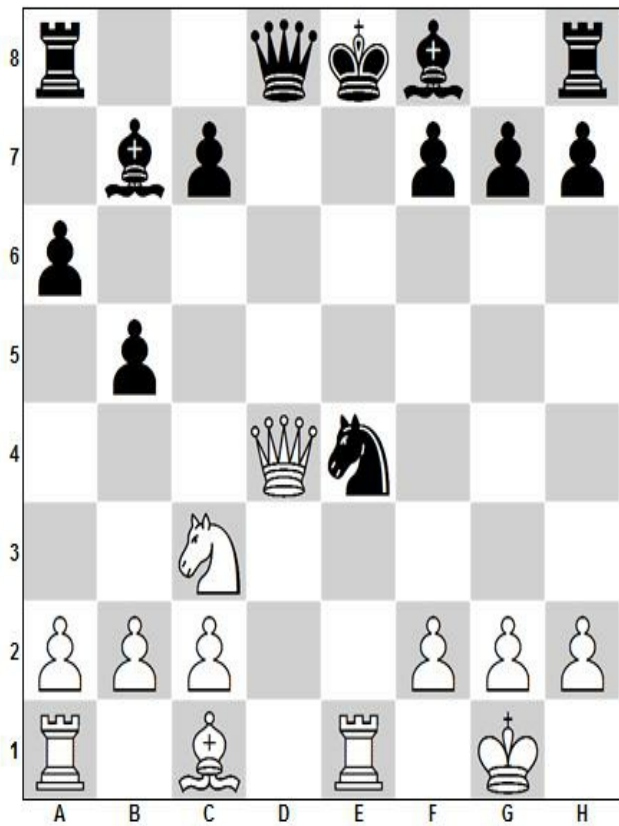
(187) White to move



29. Rxd4 Qxd4 30. Rd2 skewers the Queen and Knight on d6

From the game Stephen Kesti (1730) – George. Kirste (1704), Reno Chess Club Hot August Knights, Round 4, August 16, 2003

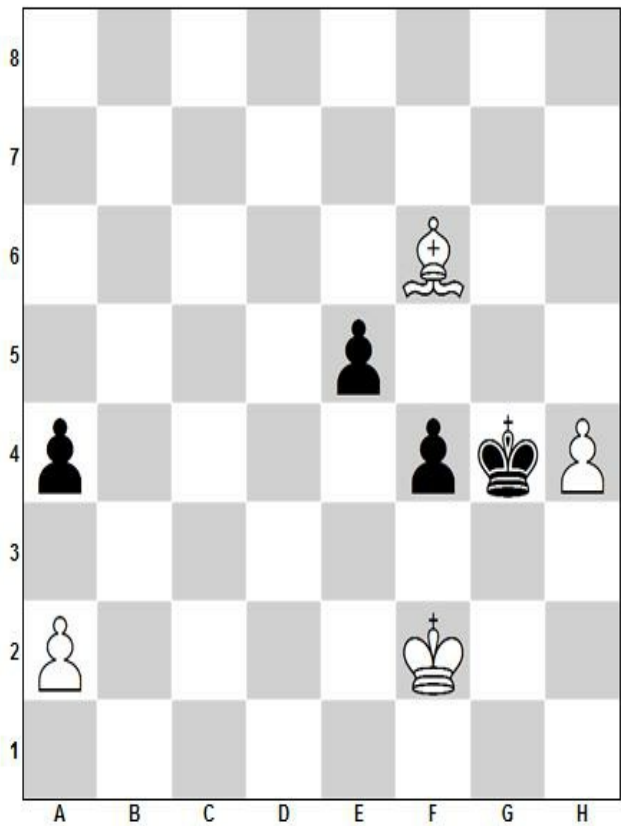
(188) White to move



13.Nxe4!! if ***13...Qxd4*** ***14. Nf6***+ double
check ***14...Kd8*** ***15. Re8#***

From the game Mark McGough (1817) –
Brian Roundtree (1838), April 2012
Panera Bread, Round 2, Colorado
Springs, April 11, 2012

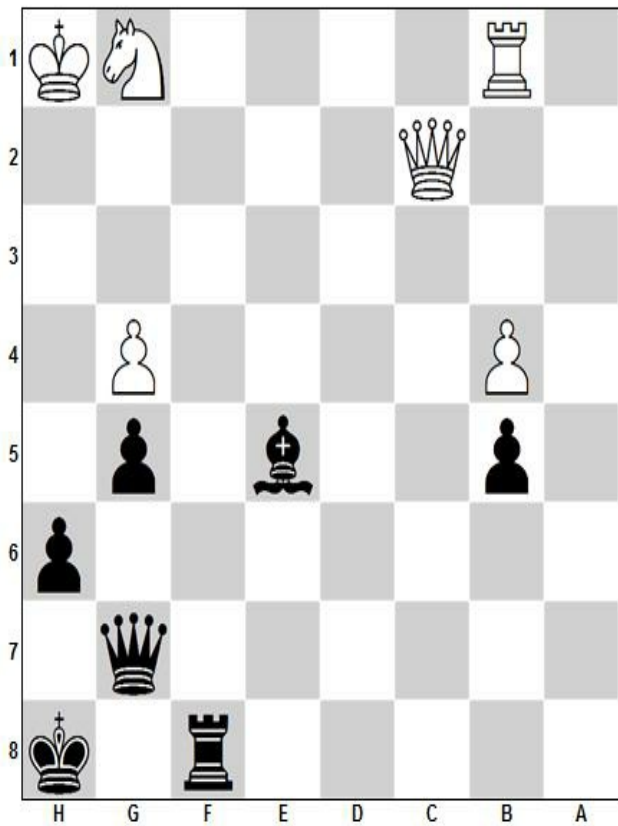
(189) White to move



61.Bxe5 sacrifices the h pawn in order to win Black's two connected passed pawns. The White King will then win the race over to the Queenside to grab the a4 pawn, and will queen the a2 pawn.

Missed in the game Paul Anderson –
Douglas Anderson, Glenwood Springs,
February 8, 1999

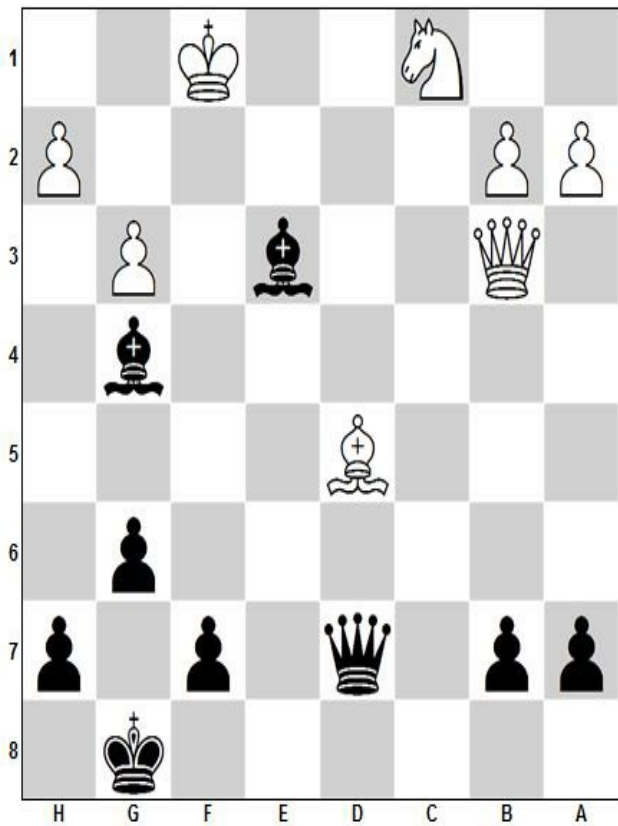
(190) Black to move



36...Qb7+ 37. Qg2 Rf2 38. Qxb7 Rh2# is
a pretty queen sacrifice and checkmate.

Missed in the game Douglas Anderson –
Paul Anderson, Email January 4, 2000

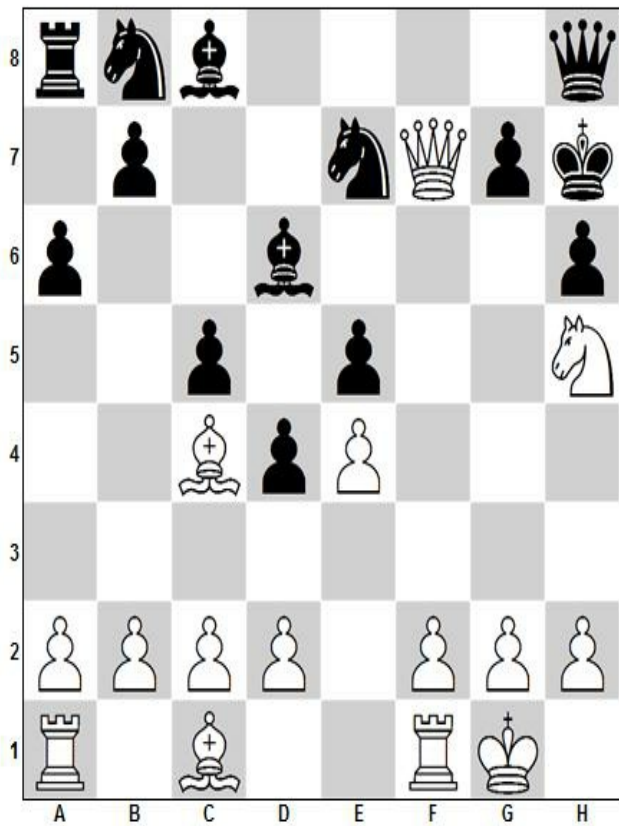
(191) Black to move



25...Qf5+ black's bishops are powerful and the White King has no defenders. **26. Ke1 Qf2+ 27 Kd1 Qe2# or 26. Kg2 Qf2+ 27. Kh1 Qg1#**

Variation from the game Paul Anderson – Douglas Anderson, Email March 10, 2000

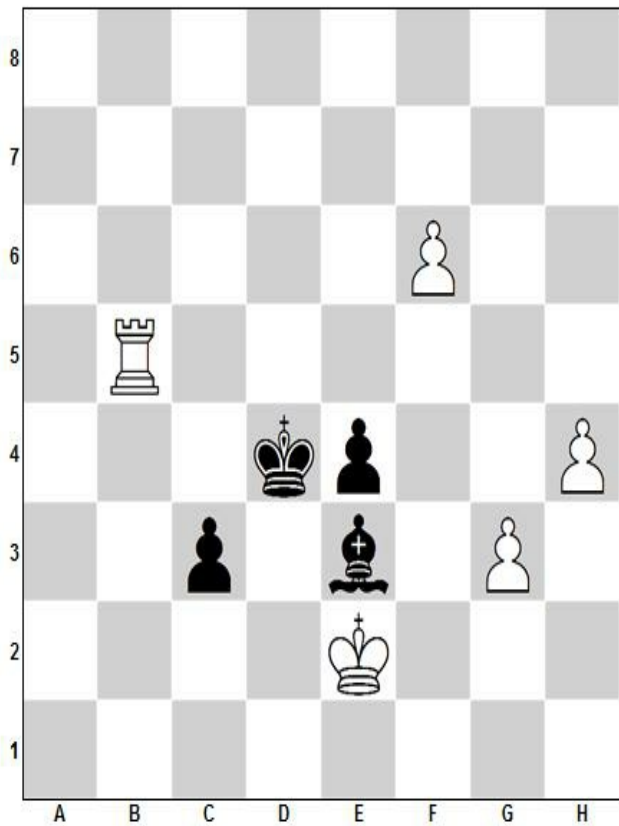
(192) White to move



13.Nf6# is a neat checkmate taking advantage of the pinned g pawn.

From the game Jeff Baffo – eligio_lim,
ChessCube Game, July 1, 2012

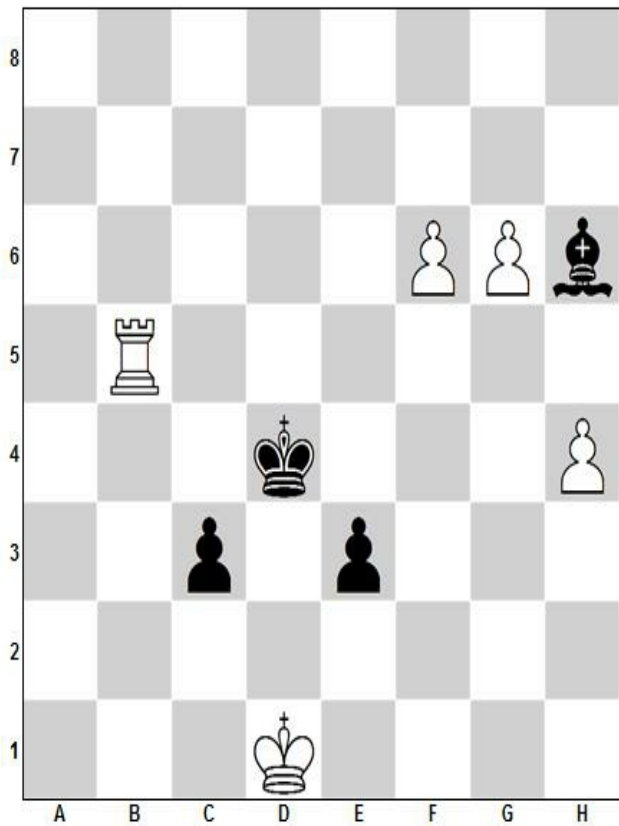
(193) White to move



58.Rb4+ Deflects the King away from the defense of the Bishop. **58... Kc5** **59. Kxe3 Kxb4** **60. f7 c7** **61. f8=Q+** and white Queens first, with check. White can then play Qc8 and capture black's pawn if it becomes a Queen.

Missed in the game Douglas Anderson – Paul Anderson, Email, January 15, 2001

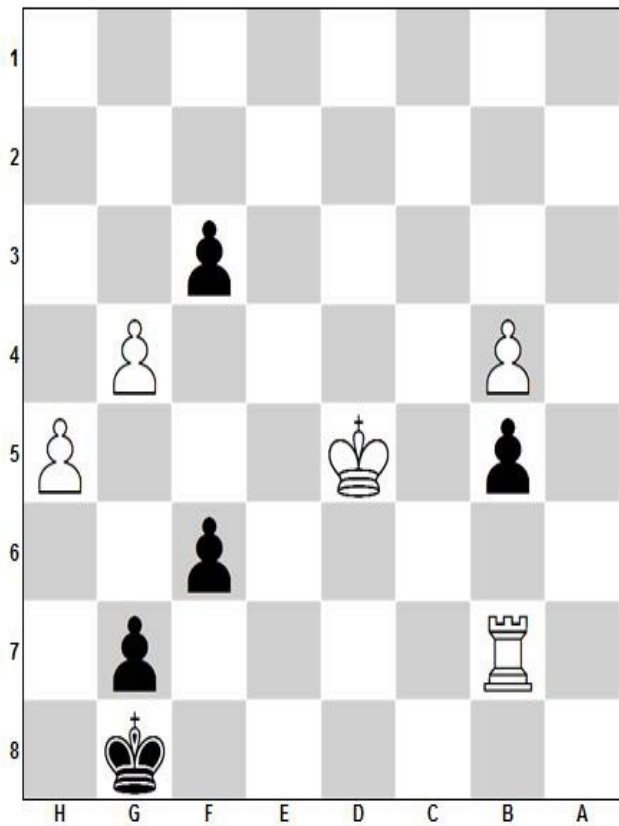
(194) White to move



62.g7 and black cannot stop White from creating a Queen.

From the game the game Douglas
Anderson – Paul Anderson, Email,
January 15, 2001

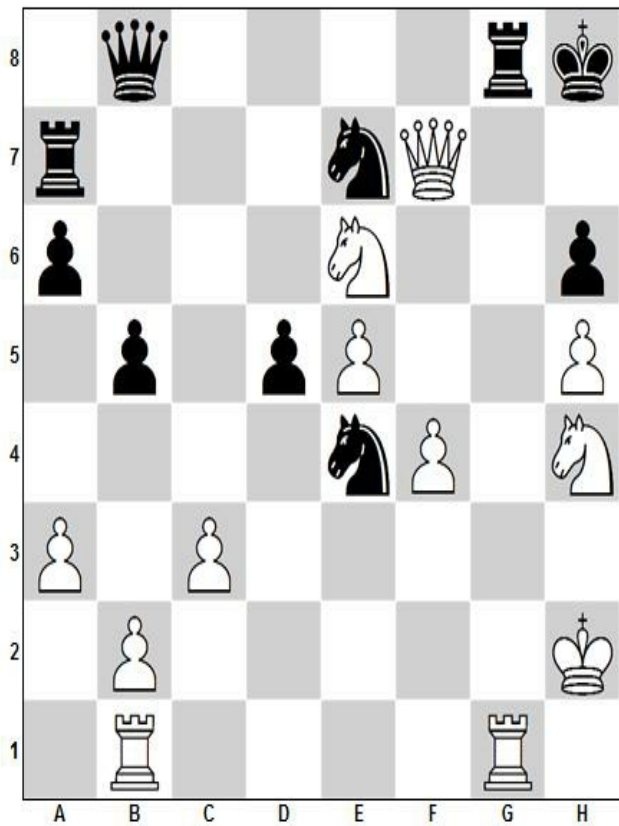
(195) Black to move



41...f2 another runaway pawn that cannot be stopped.

Variation from the game Paul Anderson – Douglas Anderson, Email, March 5, 2001

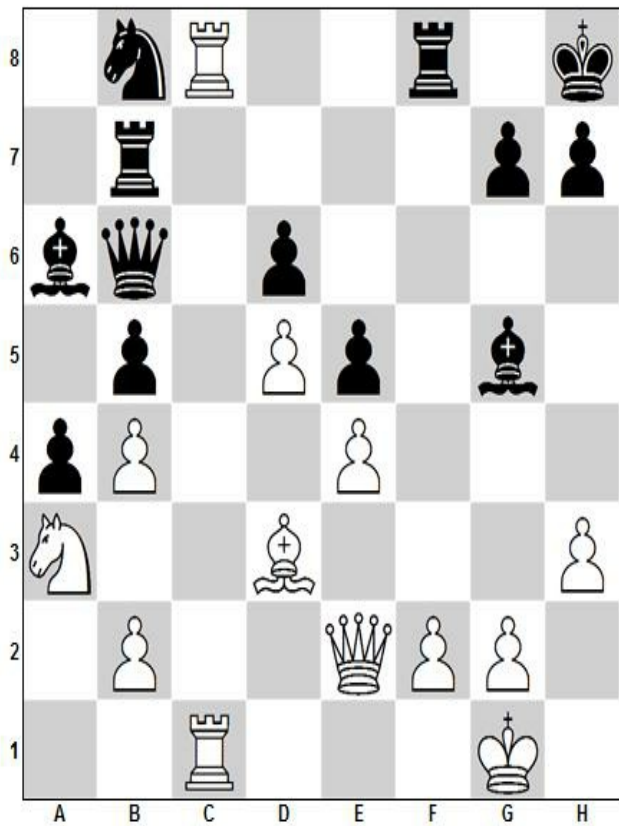
(196) White to move



35.Rg7 threatens mate with **36. Rh7#**. If **35...Rxg7** **36. Qxg7#**. Black can delay mate with **35...Nf6** or **35...Ng5**, but these just delay the inevitable.

From the game Douglas Anderson – Paul Anderson, Email, April 4, 2001

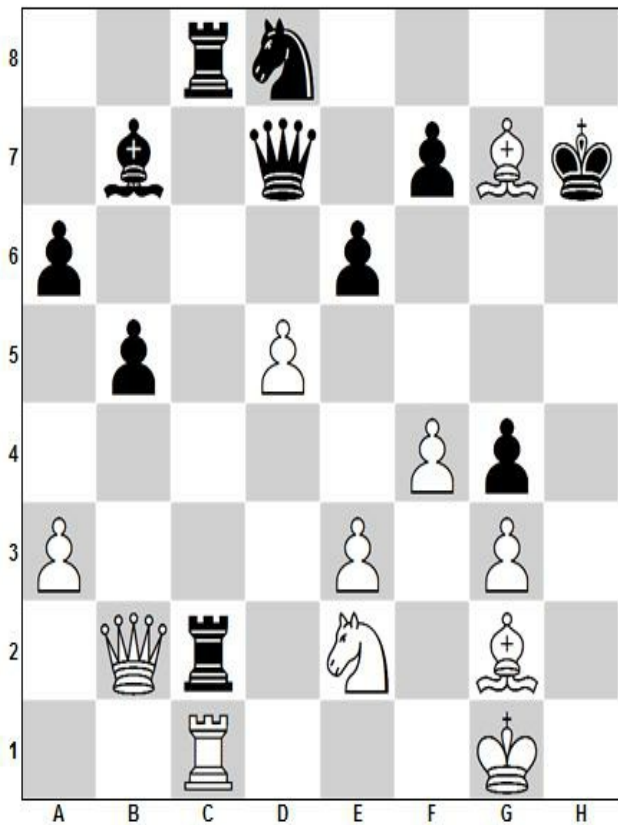
(197) White to move



30.*Rxf8#* is a simple back rank mate

Variation from the game Douglas
Anderson – Paul Anderson, Email,
September 15, 2001

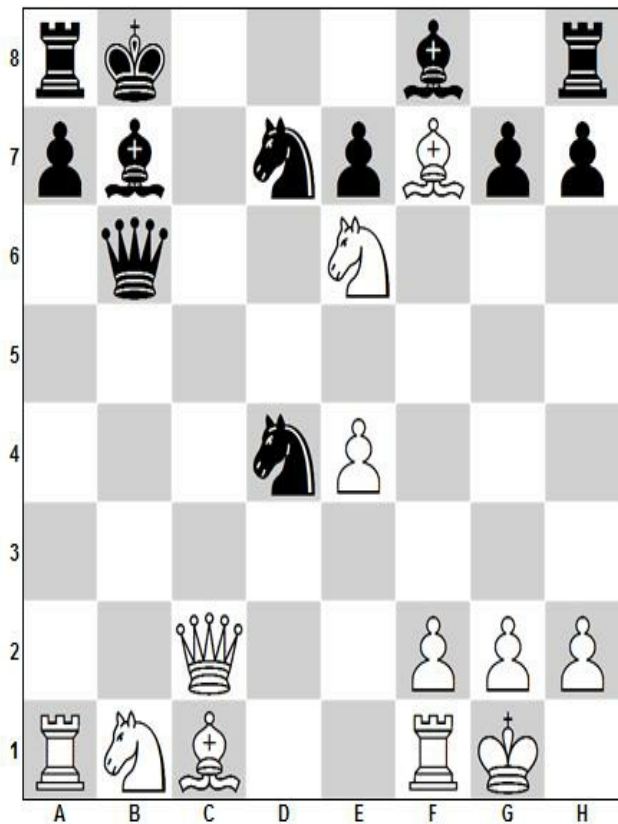
(198) White to move



27. Qf6 Sets up a mating net of **28. Qh6+ Kg8 29. Qh8#**. Black can throw in some checks, but can't stop mate.

Missed in the game Paul Anderson –
Douglas Anderson, Email, January 23,
2002

(199) White to move



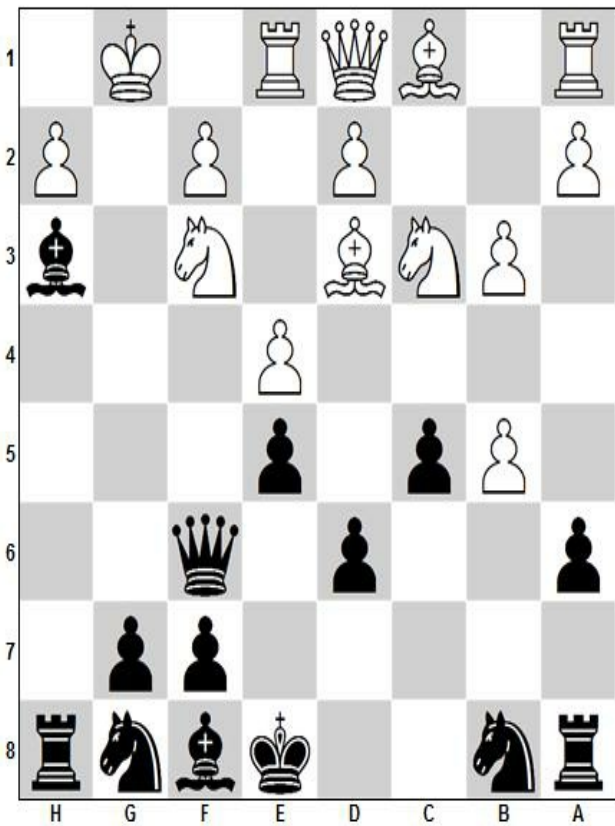
17.Bf4+ ignoring the attack on the White Queen and mate after **17...Ne5 18. Bxe5 Qc7 19. Qxc7#**

From the game Nyxie (1737) – Elcaballo (1670), Clan League, redhotpawn.com, July 9, 2005



Problems 200-299

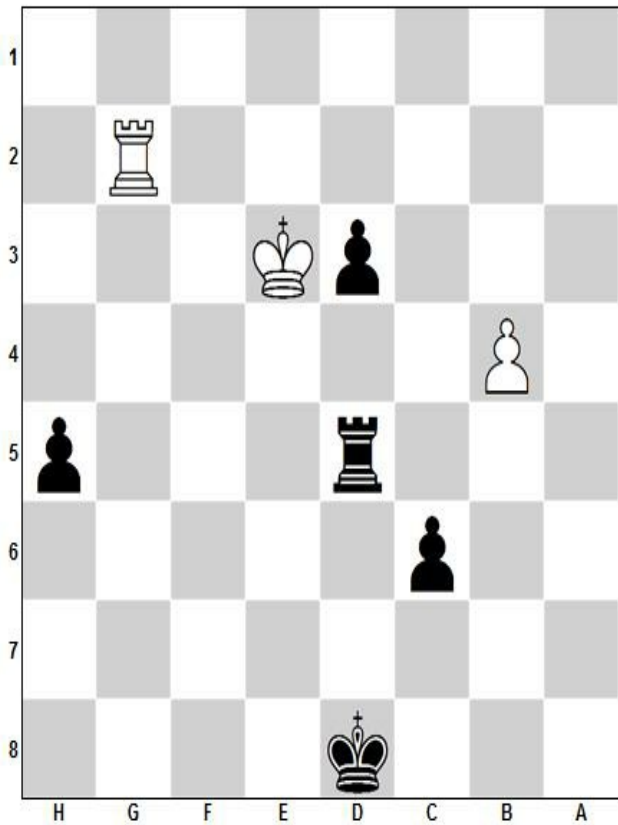
(200) Black to move



12...Qg6+ 13. Kh1 Qg2#

From the game Tpahl (1106) – Wazzujoel (1371), Friend invite, July 24, 2005

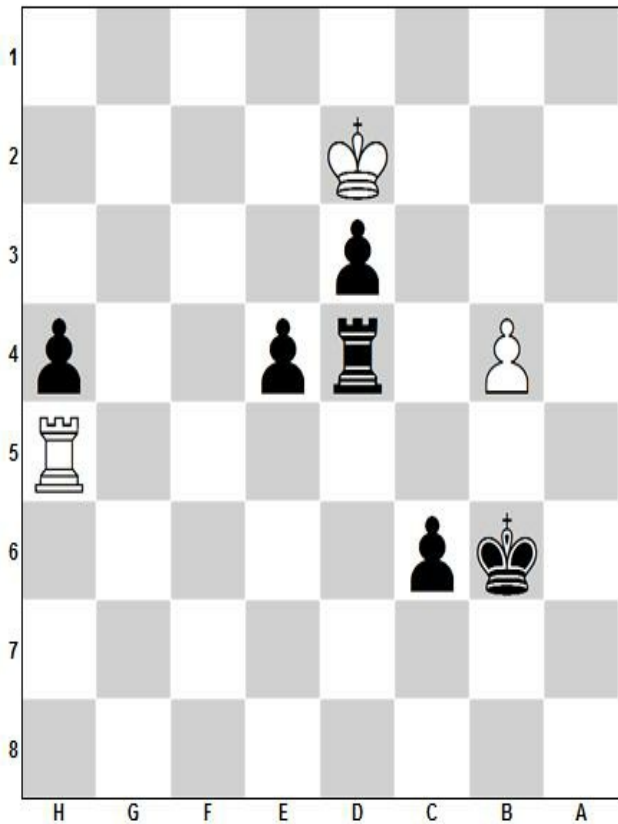
(201) Black to move



83...d2 forces a trade of rooks, leaving black with an easily won endgame.

Variation from the game Douglas
Anderson – Paul Anderson, Email, July
26, 2002

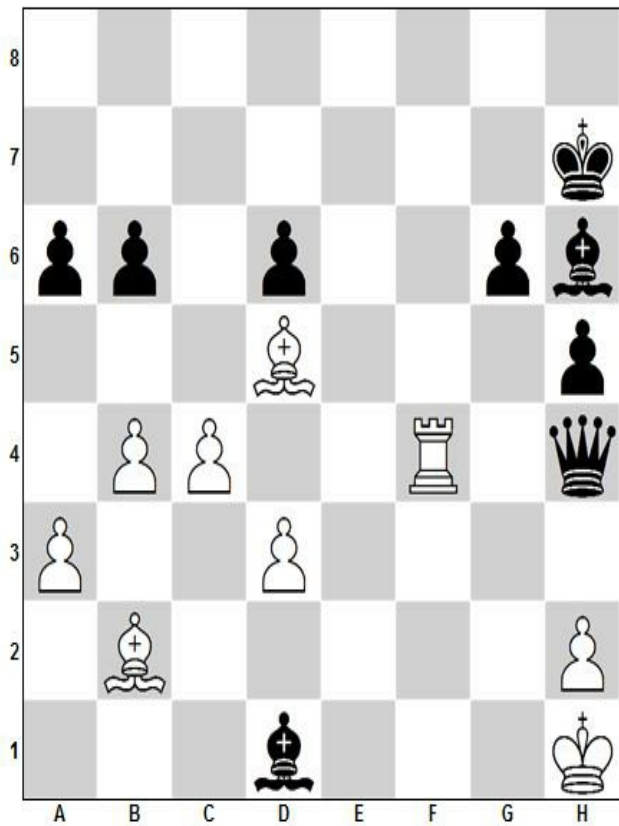
(202) Black to move



86...e3+ deflects the white king from his blockade of the d pawn. **87. Kxe3 d2 88. Kxd2 d1=Q+** forks the King and Rook on h5

From the game Douglas Anderson – Paul Anderson, Email, July 26, 2002

(203) White to move



32.Rxh4 nothing tricky here. Just making sure you are paying attention :-) It looks like White might have a mating net, and can ignore the Queen, but there is no reason to do this.

Variation from the game Paul Anderson – Douglas Anderson, Email, August 14, 2003

(204) White to move



27.Nd4+!! Got a double exclamation from Fritz 13 and leads to a forced mate.

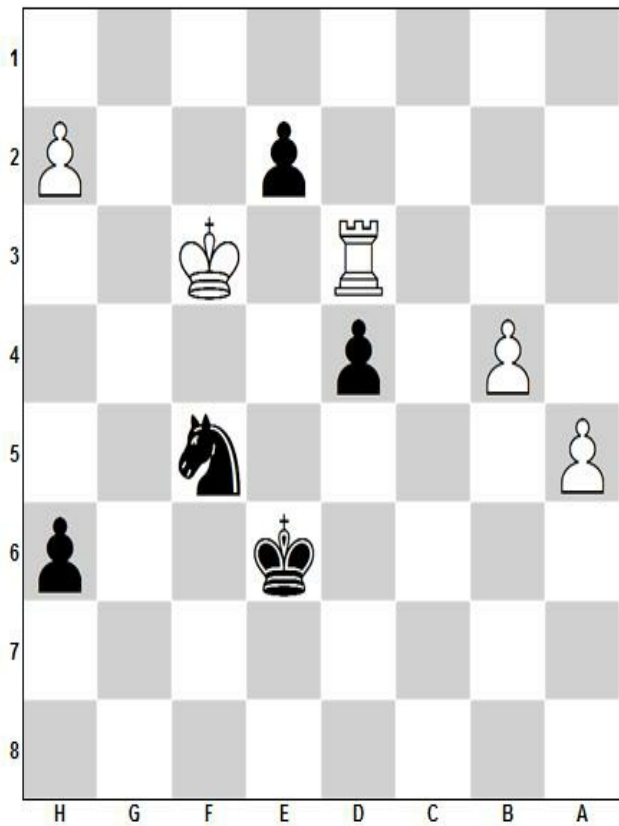
**27...Kg4 28.h3+ Kxh3 29.Nd1 Ng4
30.Re2 cxd4 31.Rh2+ Nxh2 32.Nf2#**

or

**27...cxd4 28.Re5+ Kg4 29.Kg2 dxc3
30.h3#**

From the game Paul Anderson – Douglas
Anderson Email 2003

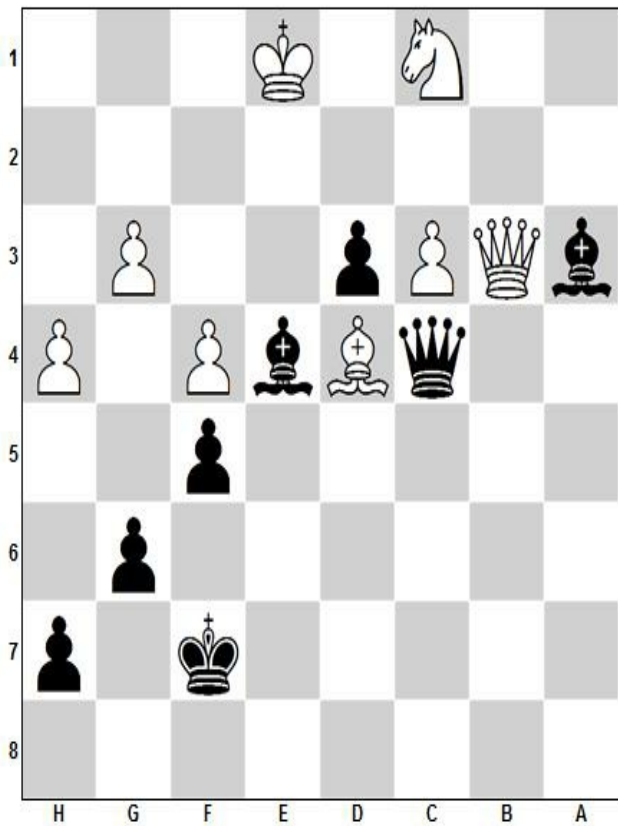
(205) Black to move



63...e1Q No need to get fancy and underpromote to a knight.

Variation from the game Douglas
Anderson – Paul Anderson, Email, June
26, 2004

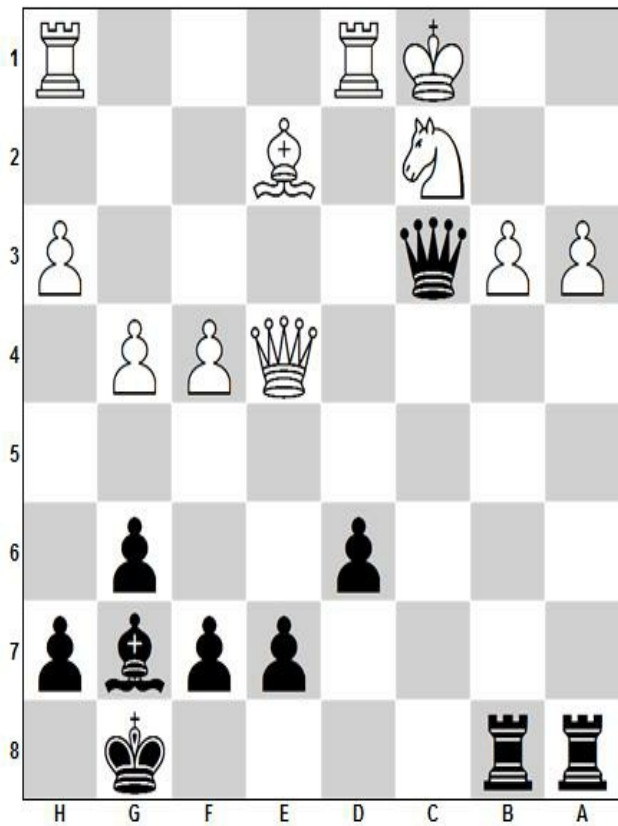
(206) Black to move



51...d2+ was missed in the game **52.Kxd2 Bxc1+** removing the defender of the White Queen **53.Kd1 Qxb3+**

From the game Douglas Anderson vs Paul Anderson, Email, 2007

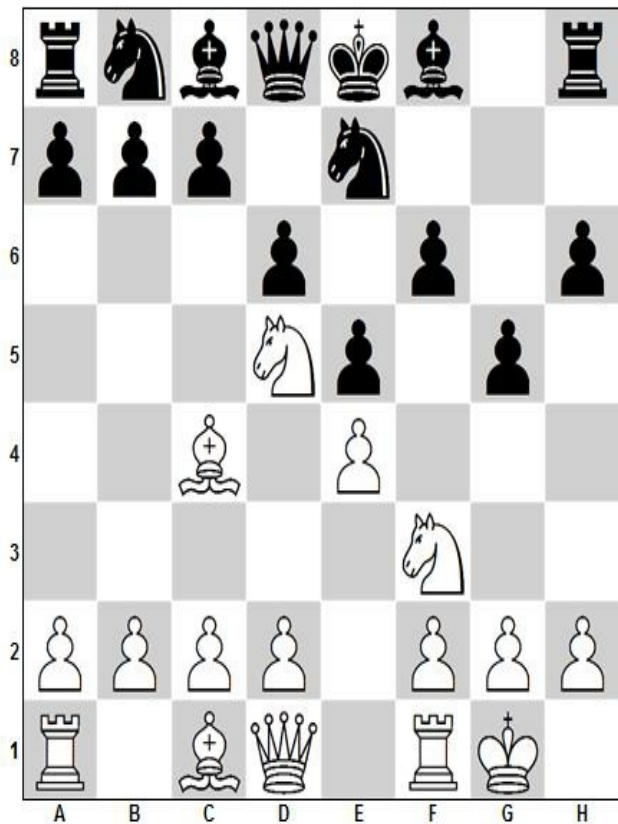
(207) Black to move



23...Rxa3 Threatening **24...Ra1#** on the next move (the c2 knight is pinned).

Variation from the game Douglas
Anderson – Paul Anderson, Email, August
23, 2009

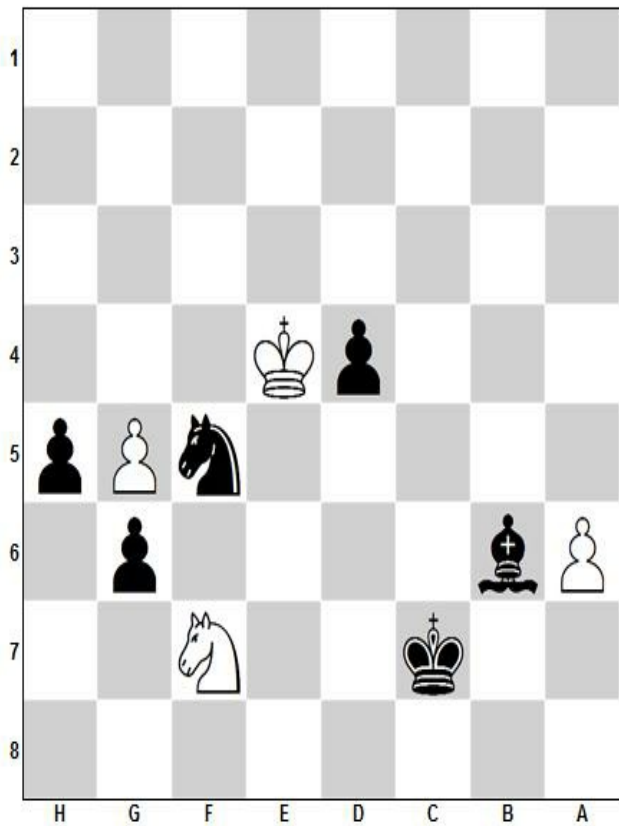
(208) White to move



7.Nxf6# is a cute mate, punishing black for their unusual kingside pawn development.

From the game Paulg (1497) vs Karei (800) Open Invite redhotpawn.com July 2005

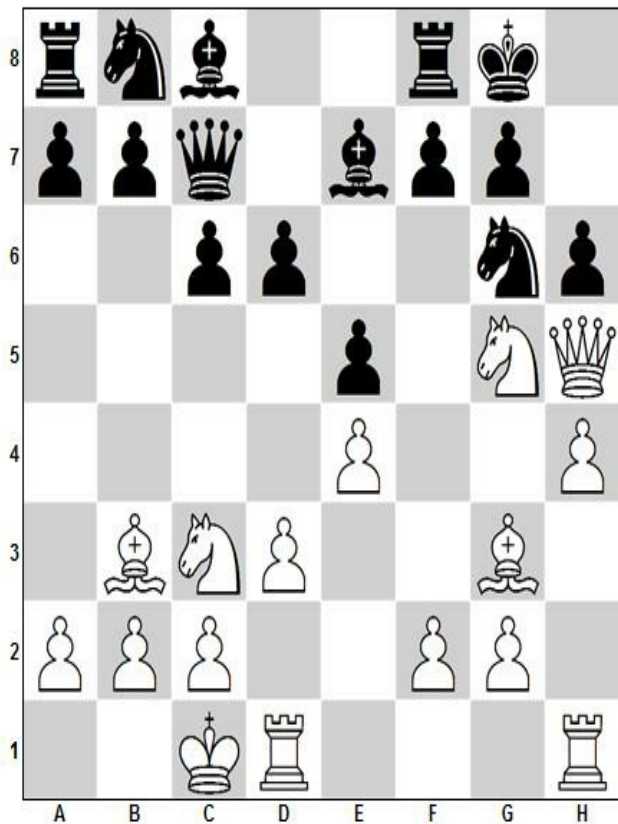
(209) Black to move



52...Nd6+ forces white to trade off their last remaining piece.

From the game Douglas Anderson – Paul Anderson, Email, August 23, 2009

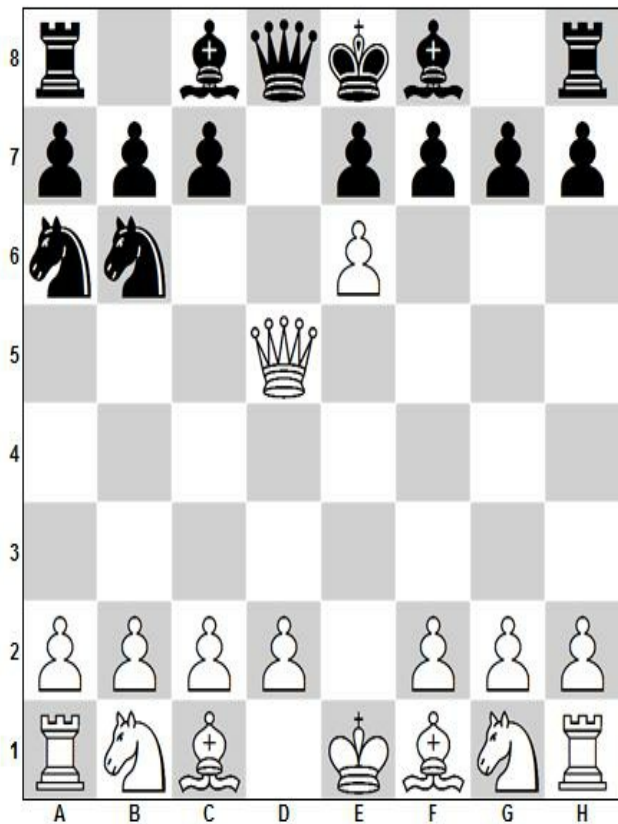
(210) White to move



13. Qxg6 takes advantage of the f7 pawn being pinned. The Knight on g6 appeared to be defended by really wasn't. **13. Nxf7** is also good for white, but not as deadly as 13. Qxg6

Missed in the game Zonagrad (1376) – Konovalov (1238), FICS Rated Blitz 3 min, April 6, 2011

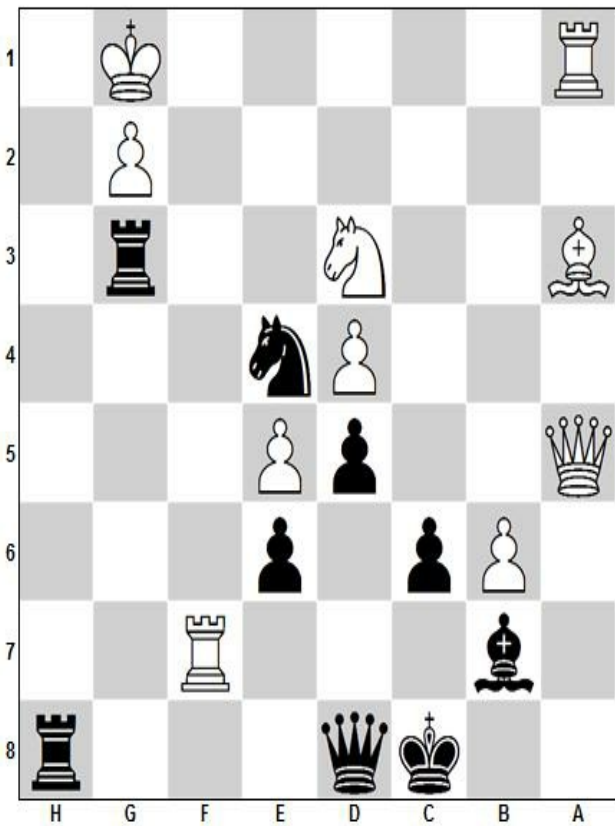
(211) White to move



6.exf7# is an amusing checkmate

From the game Zakkwylder (1272) vs
Moosecalls (694) Open Invite
redhotpawn.com 2004

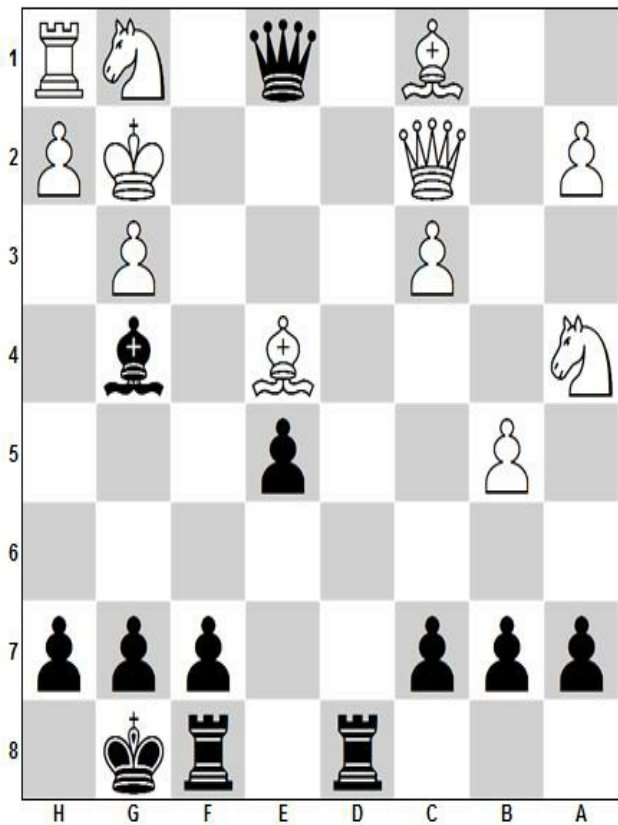
(212) Black to move



27...Rxf2+ if 28. Kxf2 Qg8+ forks the King and Rook.

Variation from the game Pete Millett (1825) – Mark Kriseler (1845), Lakewood Classic, 1986

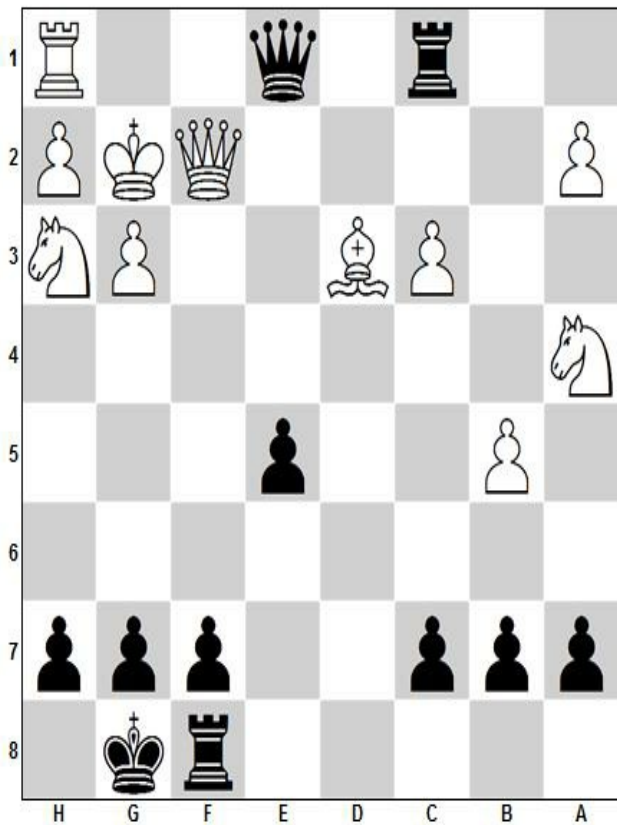
(213) Black to move



23...Rd1 creating a battery on the 8th rank, double attacking the bishop on c1, threatening **24...Qf1#** and preventing development of the Knight on f1.

From the game Thomas Storaas (2194) – Mark Kriseler (2102), Denver 1998

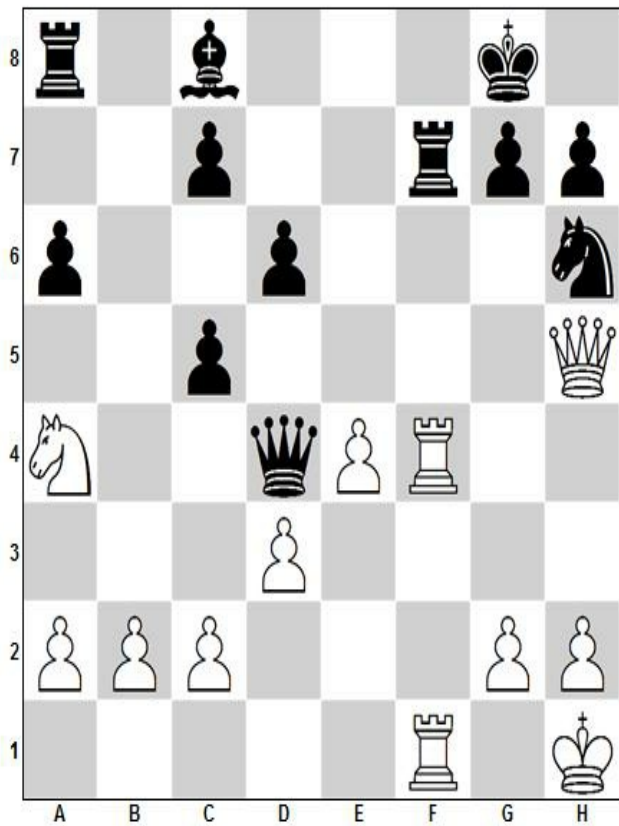
(214) Black to move



26...Qxh1# a continuation of the previous problem, showing why the Knight on g1 was pinned.

From the game Thomas Storaas (2194) – Mark Kriseler (2102), Denver 1998

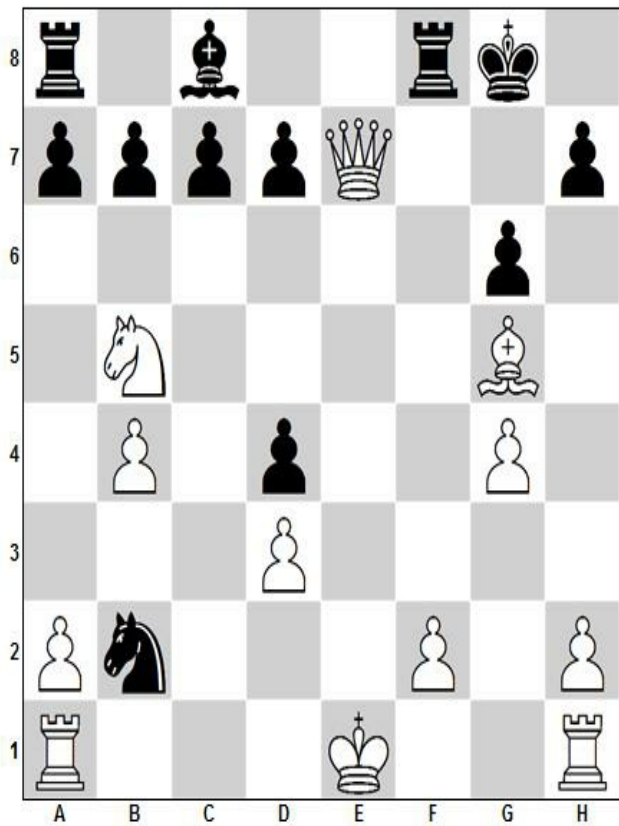
(215) White to move



18.Rxf7 wins a rook. If **18...Nxf7** **19.Qxf7+ Kh8** **20.Qf8#** or **20.Qe8#**

From the game Mark Kriseler (2114) – Ian MacLellan (1979), 1989 Holiday Open

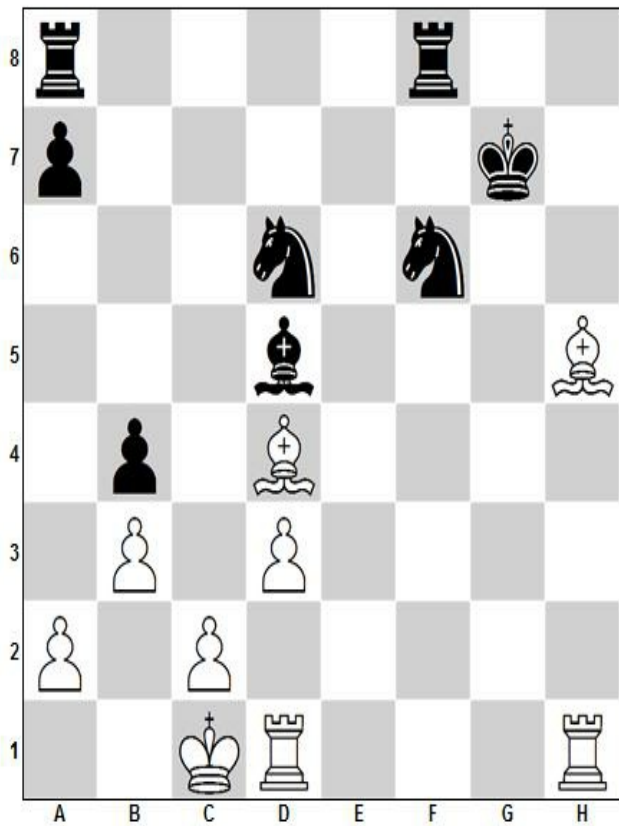
(216) White to move



19.Bh6 builds a mating net. If **19...Rf7**
20. Qe8 Rf8 21. Qxf8#

From the game Mark Kriseler (2089) –
Ron Smit (1534), Colorado Springs –
Lakewood match, April 1989

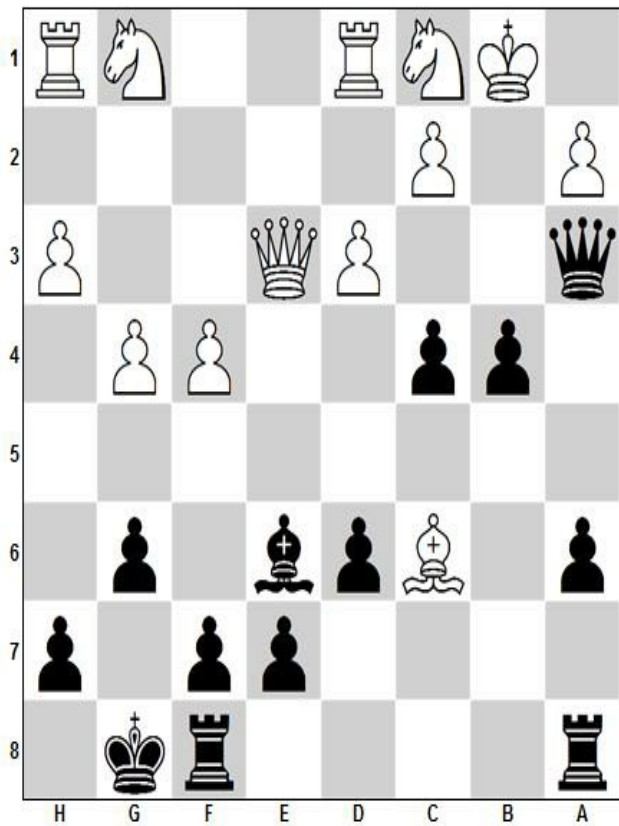
(217) White to move



30. Rdg1+ traps the Black King on the side of the board. After the Black King moves to the h file **31. Bf7+ Nh5 32. Rxh5#**

From the game Mark Kriseler (2000) – Robert Karnisky (2287), 1990 Colorado Closed

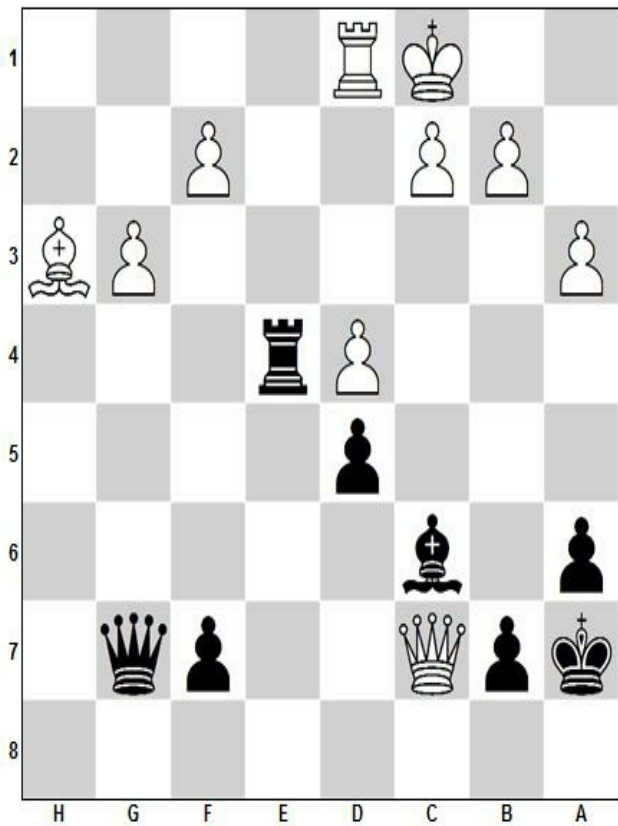
(218) Black to move



19...c3 and white cannot stop *20...Qb2#*

From the game Brendon Barela – Derek Austin Fish (1200), CU Boulder Unrated, 2008

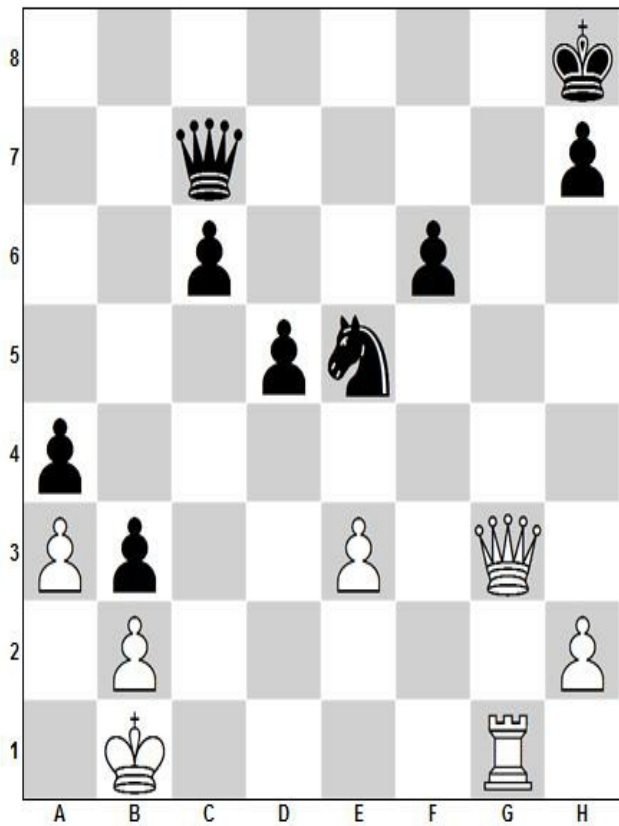
(219) Black to move



29...Qh6+ forks the King and the Bishop
on h3

From the game Mikhail Ponomarev (2200)
– James Hamblin (2102), Colorado Open,
Denver, Round 3, August 31,
2003

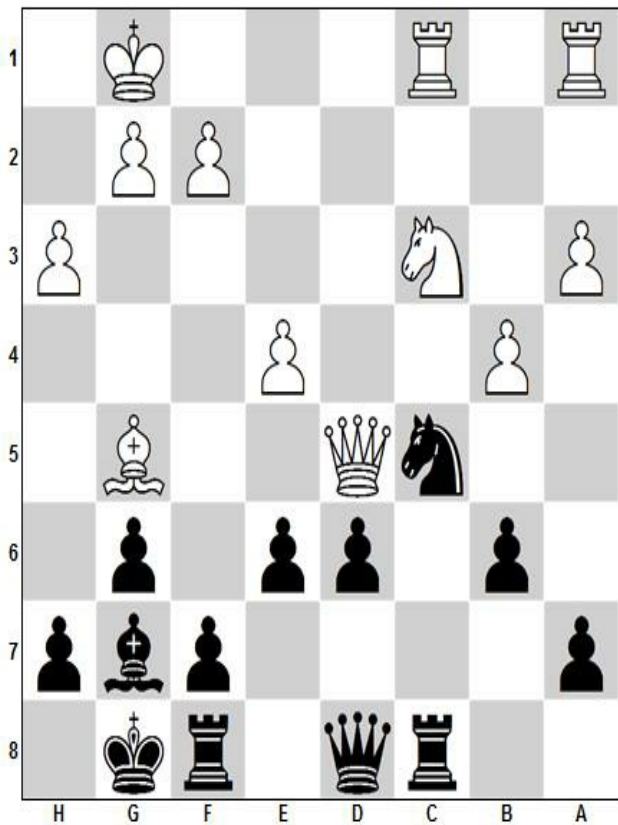
(220) White to move



32.Qg8# is a simple mate in one.

Variation from the game Paul Grimm
(1664) – Jim Hamblin (2139), Denver
Chess Club, September 2003 G/40, Round
10, September 30, 2003

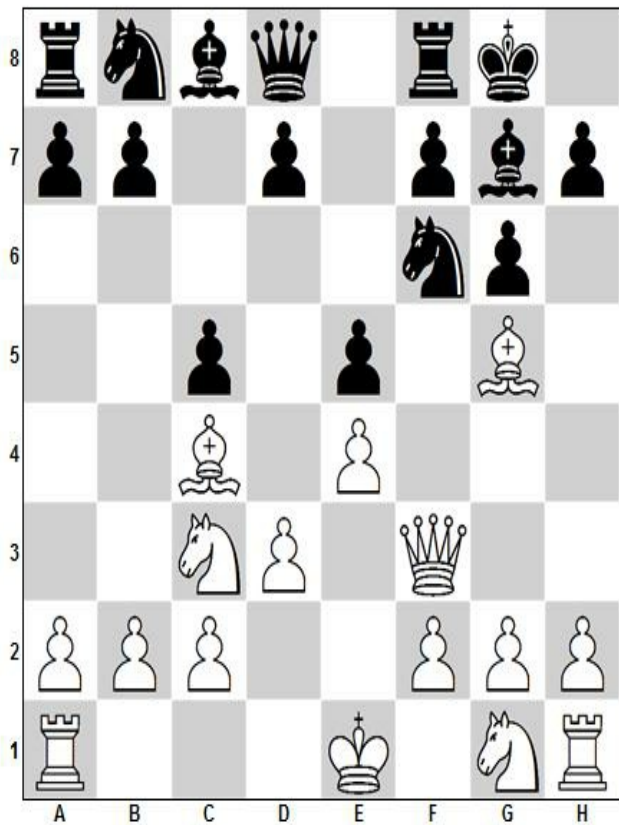
(221) Black to move



20...exd5 White got a little too fancy with in between moves. Both Queens are attacked, and so is the knight on c5. After **20...exd5 21.Bxd8 Nb3** Black trades off the queens, removes the attack to his knight, forks the two rooks, double attacks the knight on c3, and still has an attack on the bishop on d8.

From the game John Nastri (1141) vs Shaun MacMillan (1817) East Coast Deli, Round 1, Colorado Springs, October 7, 2009.

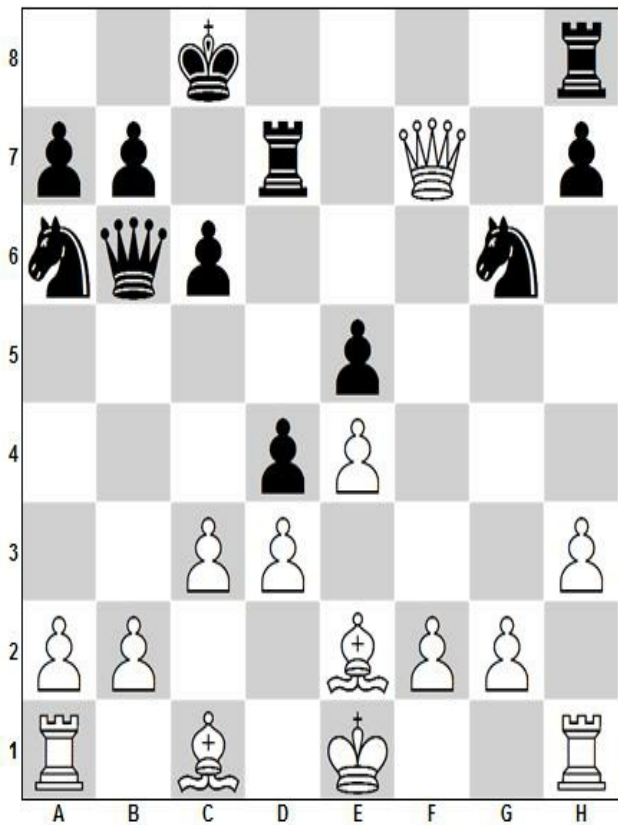
(222) White to move



7.Nd5 adds a third attacker to the pinned knight on f6, which cannot be defended a third time.

From the game Zakkwylder (1272) –
Maxy (1256), Open Invite,
redhotpawn.com, June 2, 2004

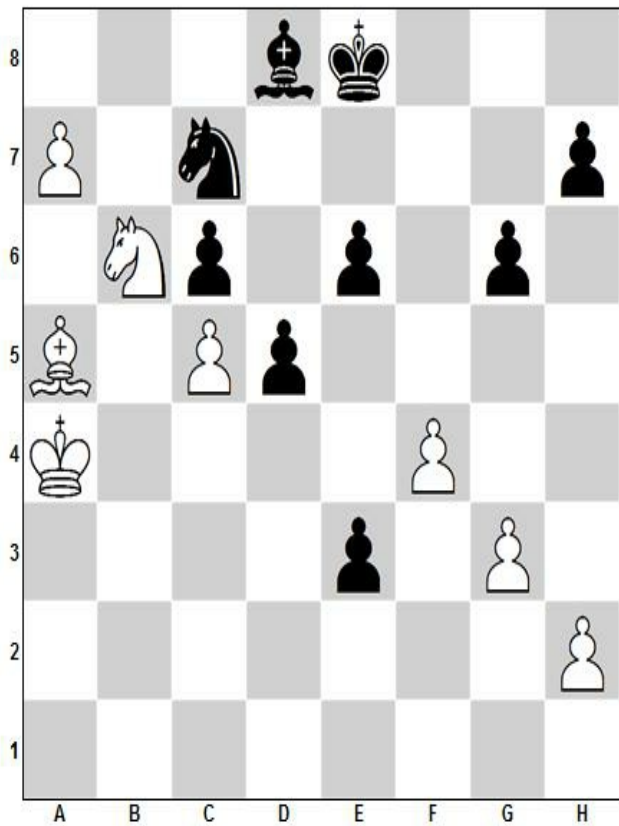
(223) White to move



14.Bg4 pins the Rook to the King

From the game Leellen (1231) –
PureRWandB (1397), CCOUSA 2011
Invitational Below 1800 Cup, Round 1,
February 6, 2011

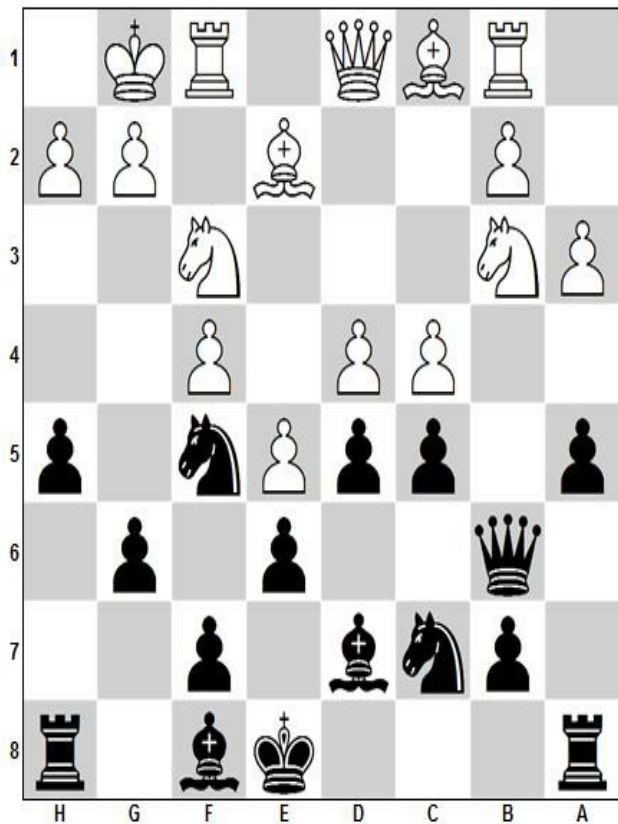
(224) White to move



48.Nxd5 wins a pawn and adds a second attacker to the Black Knight on c7. If **48...cxd5** (or **48...exd5**) **49. Bxc7 Bxc7** **50. a8=Q+**. If **48...Na8** blockading the a pawn from queening **49. Nxe3** stopping Black's passed pawn.

From the game Alexander Freeman (1561)
vs Fred Spell (1398) East Coast Deli,
October 2009

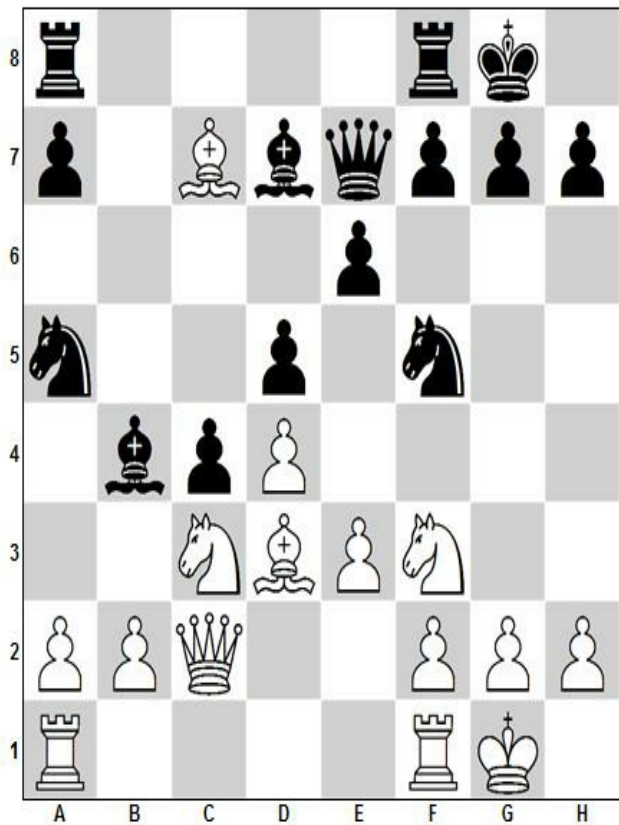
(225) Black to move



13...Ba4 pins and adds a second attacker to the knight on b3, which cannot be defended a second time.

From the game Isaac Martinez (1313) – James Aften Greener (1525), 2009
October East Coast Deli, Round 3,
October 21, 2009, Colorado Springs

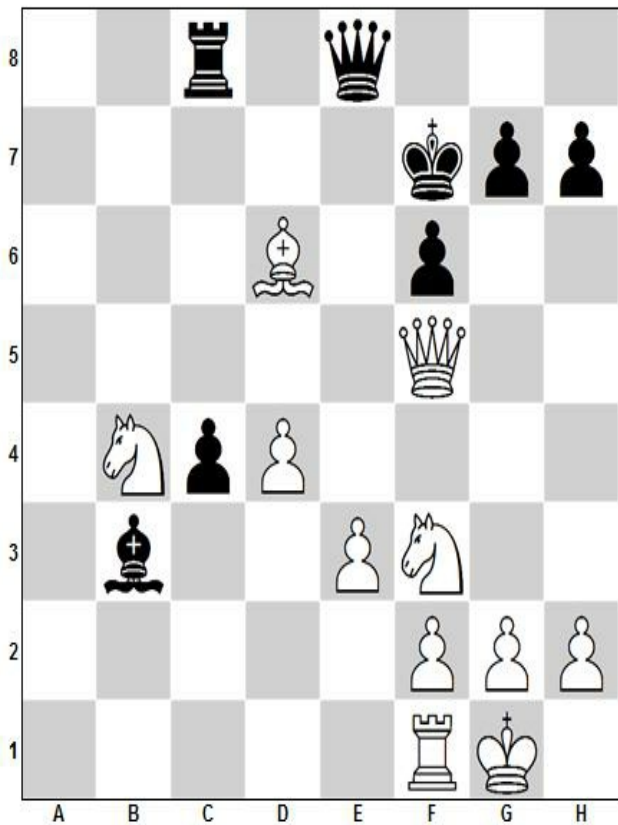
(226) White to move



14.Bxf5 exf5 15.Nxd5 wins a pawn, and forks the bishop and Queen. The Black Queen has no squares to move to where it can still protect the Bishop on b4. White wins a piece with **16. Nxb4**.

From the game Alexander Freeman (999), Isaac Martinez (1313), 2009 October East Coast Deli, Round 4, October 28, 2009, Colorado Springs

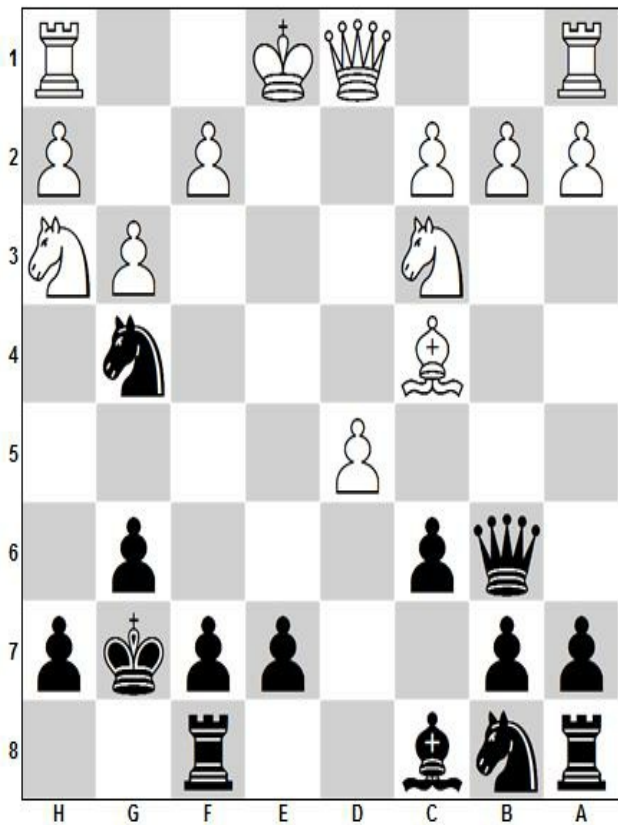
(227) White to move



23.Ng5+ exploits the pin on the f pawn,
23...Kg8 24. Qxh7#

Missed in the game Alexander Freeman
(999), Isaac Martinez (1313), 2009
October East Coast Deli, Round 4,
October 28, 2009, Colorado Springs

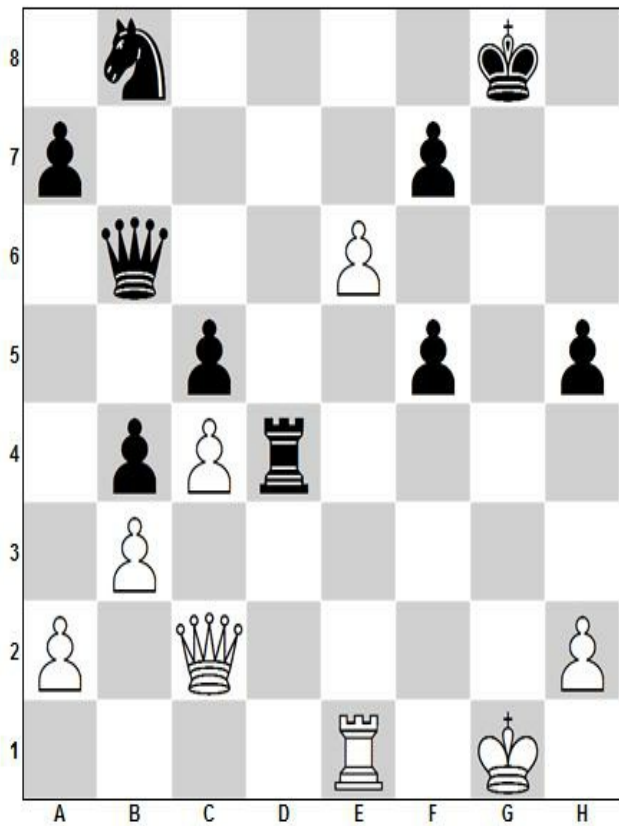
(228) Black to move



11...Ne5 is a discovered attack on the White Knight on h3 and the White Bishop on c4

From the game Jerry Maier (1288) - Tom Mullikin (1192) East Coast Deli, Colorado Springs October 2009

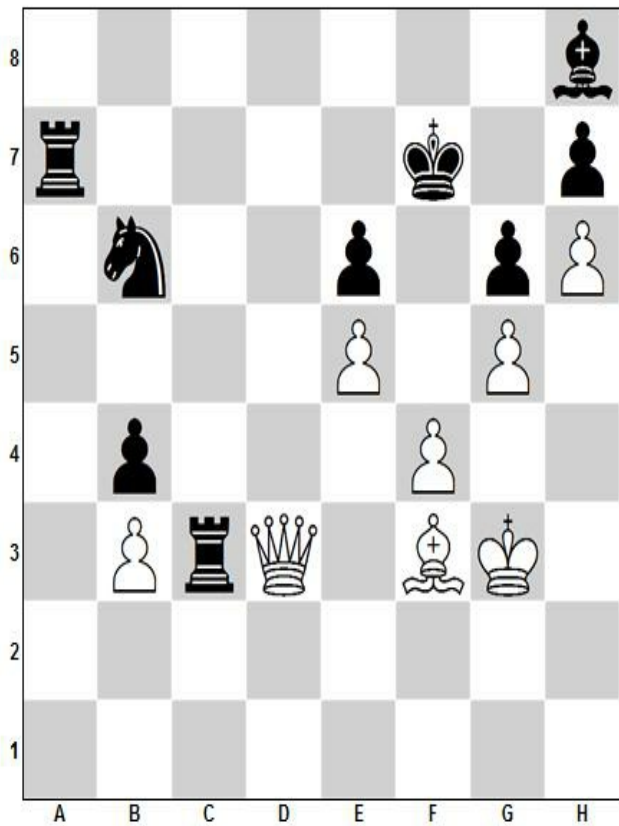
(229) White to move



29.e7 is an unstoppable passed pawn.

Variation from the game Lee Lahti (903)
vs Terry Powell (1272), Liesl Shaffer
College Fundraiser, Round 1, Denver,
February 28, 2004

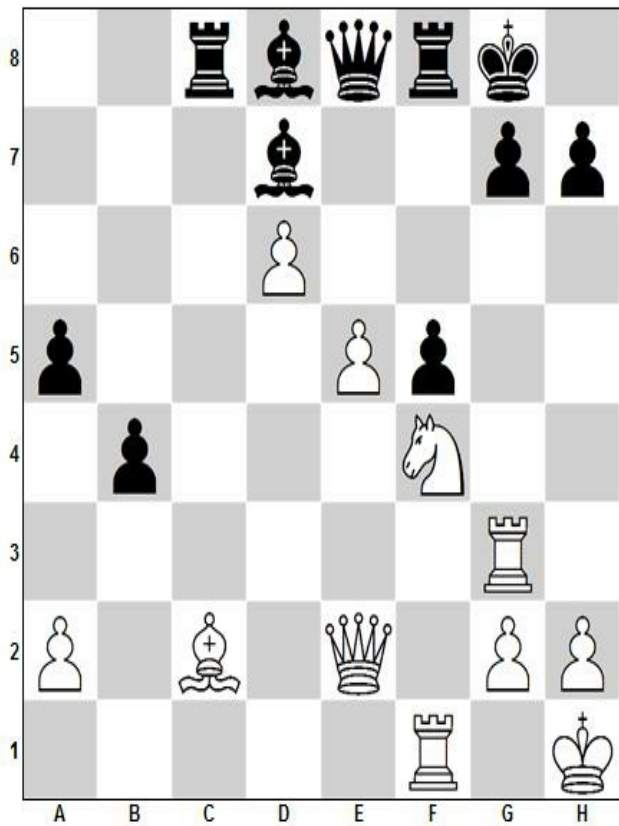
(230) White to move



48. Qd8 forks the knight on b6 and the really bad bishop on h8

From the game Philipp M. Ponomarev
(1900) – Andrew Rea (2063), Denver
Chess Club, Round 3, February 5, 2004

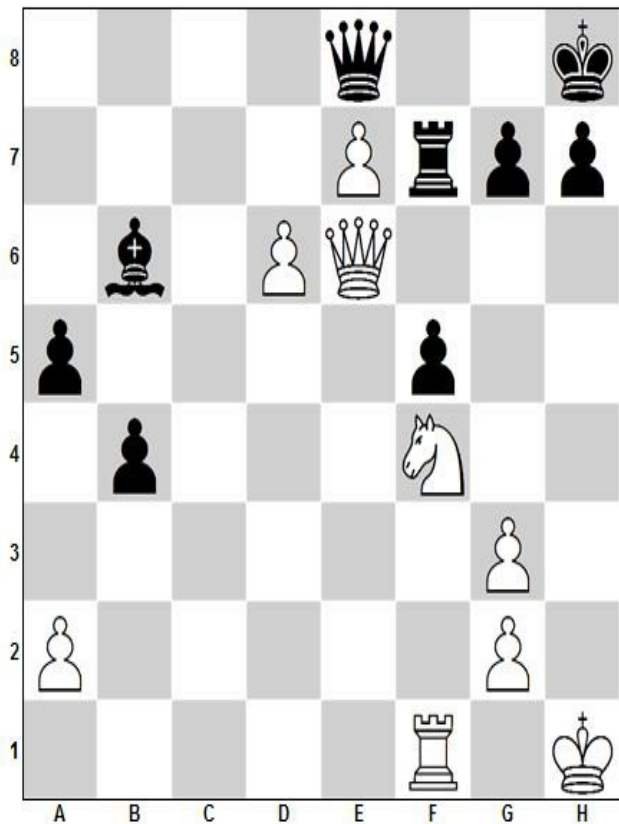
(231) White to move



33.Bb3+ chases the King to the corner
33...Kh8 34. Ng6+ if **34...hxc6** white
mates with **35.Rh3+ Bh4 36.Rxh4#**
otherwise Black has to give up the Queen
with **34...Qxc6 35. Rxc6**

From the game Larry Wutt (1812) vs Gary
Frenzel (1072), Round 1, Colorado
Springs Open, March 6, 2004

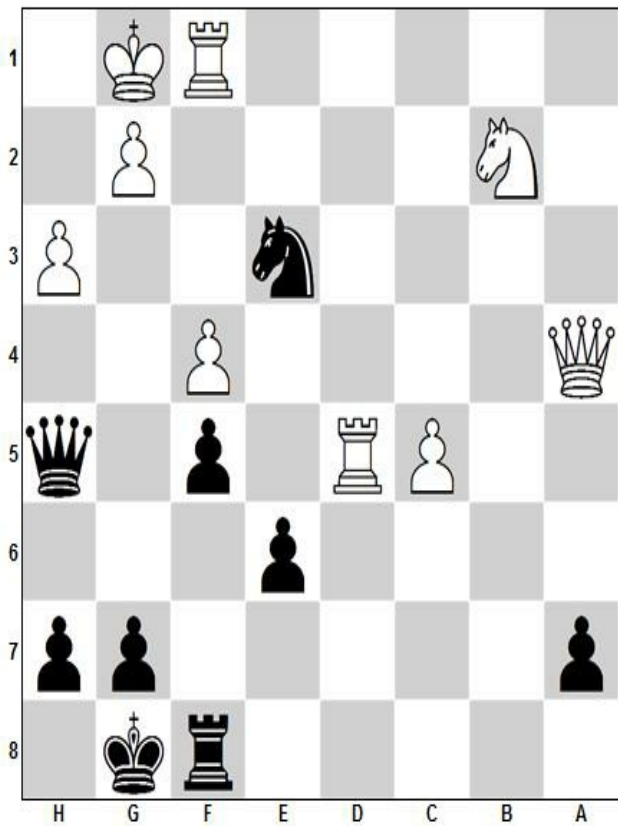
(232) White to move



40.Rc1 with the threat Rc8, pinning the Queen to the King. **40. Nd5**, which was played in the game is also good, but doesn't win as quickly.

From the game Larry Wutt (1812) vs Gary Frenzel (1072), Round 1, Colorado Springs Open, March 6, 2004

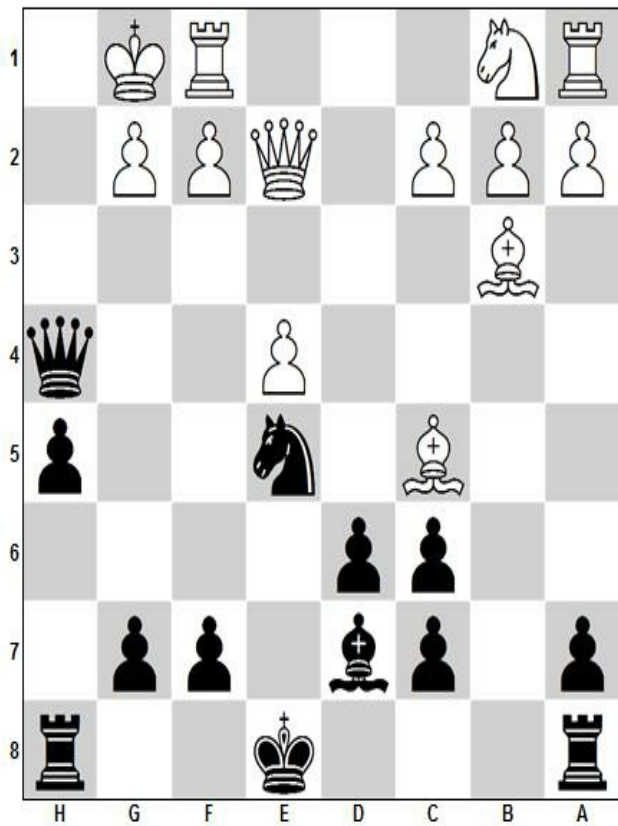
(233) Black to move



29...*Qe2* threatens mate on g2 and double attacks the rook on f1 and the knight on b2

From the game Brian L Walker (1729),
Andrew Rea (2059) , Round 2, Colorado
Springs Open, March 6, 2004

(234) Black to move



14...Ng4 creates a mating net against the White King.

Some sample lines:

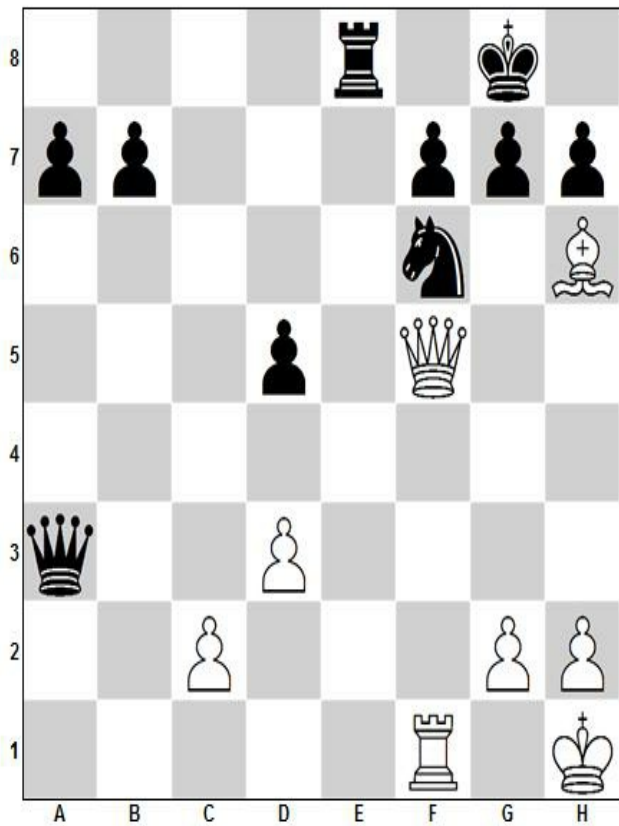
Analysis by Fritz 13:

1. -+ (-#6): 15.Bxf7+ Kd8 16.Qxg4 hxg4
17.Bh5 Qxh5 18.f4 Qxc5+ 19.Rf2 g3
20.Nc3 Qxf2#
2. -+ (-#6): 15.Bxd6 cxd6 16.Bxf7+ Ke7
17.Qxg4 hxg4 18.Bh5 Rxh5 19.f4 g3
20.Nc3 Qh2#
3. -+ (-#4): 15.Qxg4 hxg4 16.f4 g3
17.Bxf7+ Kxf7 18.Nc3 Qh2#

4. -+ (-#2): 15.Rd1 Qh2+ 16.Kf1 Qh1#

From the game Mogador (2140) – Brian Wall (2276), ICC 3 0 Internet Chess Club, August 7, 2007

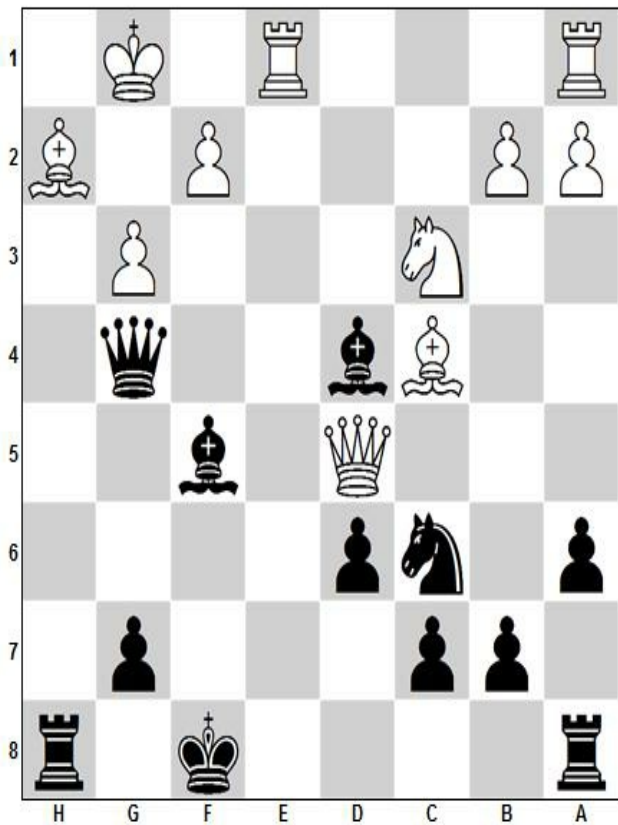
(235) White to move



24.Bxg7 removes the defender of the Knight on f6.

From the game Randy Reynolds (1703) vs
Tim Brennan (1741) 3rd Al Ufer
Memorial, Round 2, Colorado Springs,
Jan 5, 2008

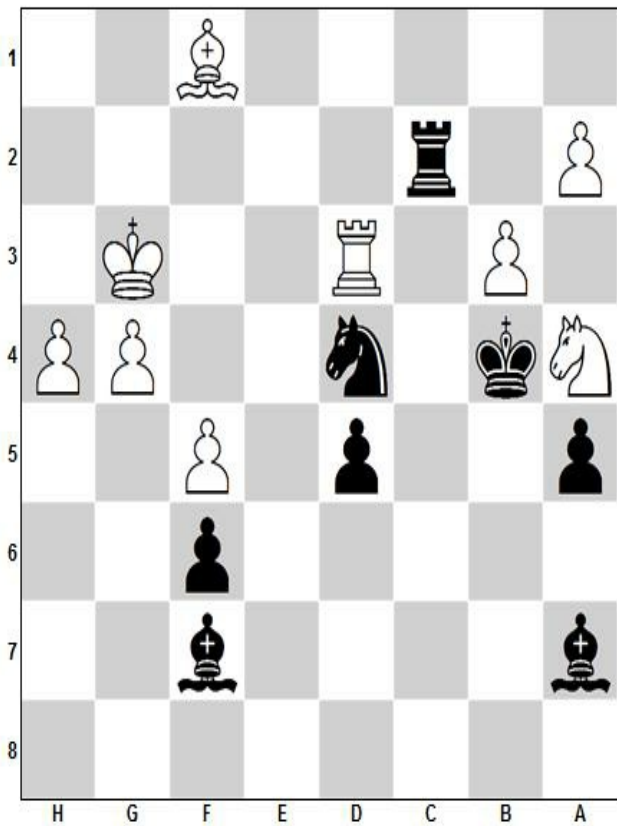
(236) Black to move



21...Bxf2+ breaks up the king's pawn defense, wins a pawn, deflects the King away from the defense of the bishop on h2 and attacks the Rook on e1.

From the game Gpkumar123 –
Peteraugros, ICS unrated blitz match,
September 11, 2007

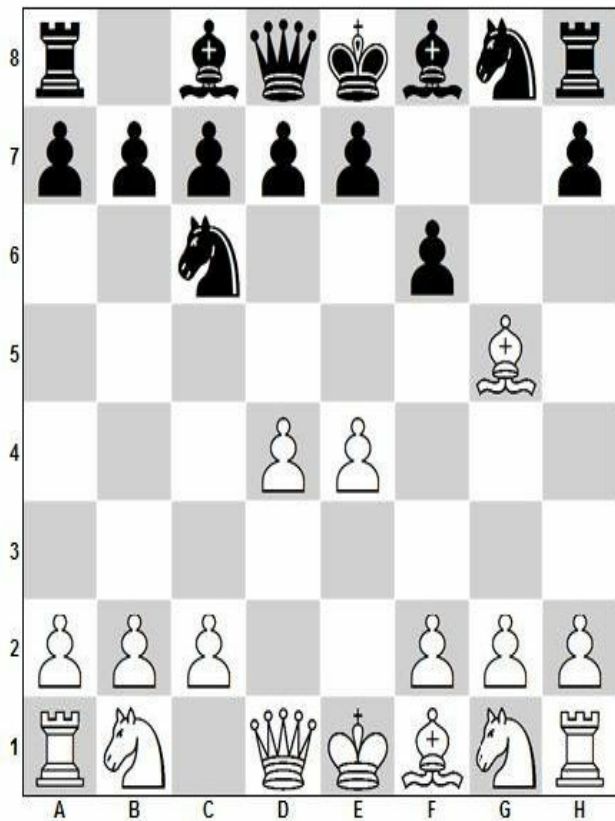
(237) Black to move



46...Bb8+ and mate after 47. Kh3 Rh2#

From the game Norbert Ag vs Brian Wall,
ICC Blitz 5 1, September 9, 2007

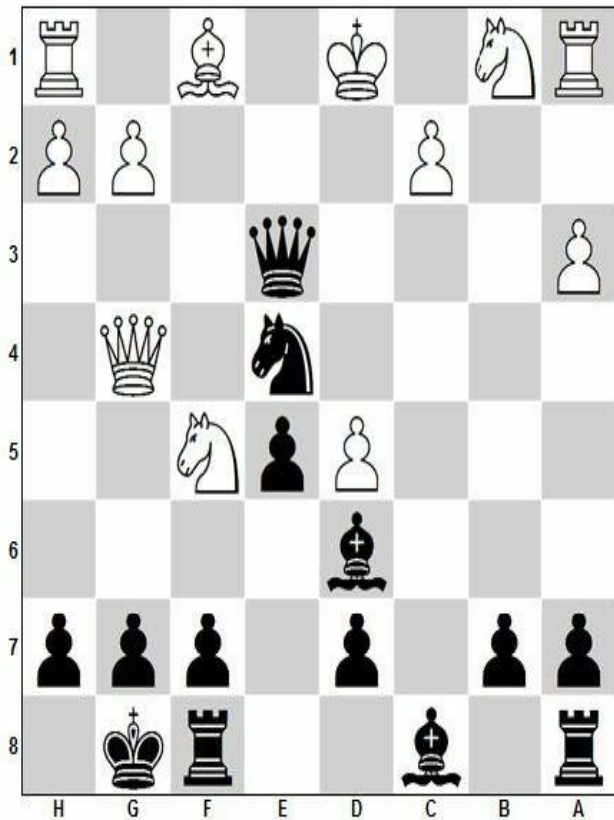
(238) White to move



4.Qh5# is a variation on Fool's Mate,
http://en.wikipedia.org/wiki/Fool%27s_mate

From the game Paul Anderson (1838) vs
Randy Reynolds (1594), Springs
Fundraiser, Round 4, July 22, 2006

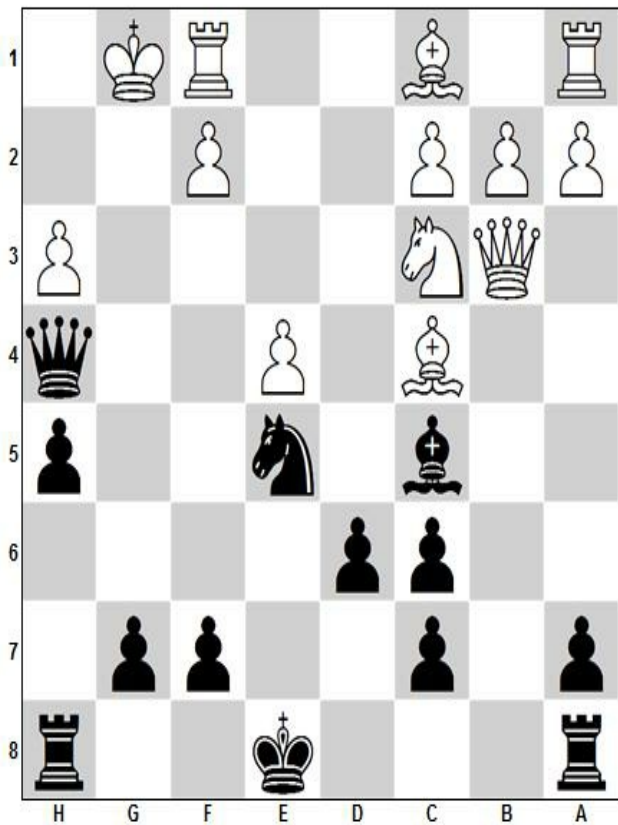
(239) Black to move



17...Nf2# is a cute mate in a position where both sides are threatening mate in one.

From the game Topulan (1329) vs Zakkwylder (1272) Open Invite, redhotpawn.com, August 5, 2005.

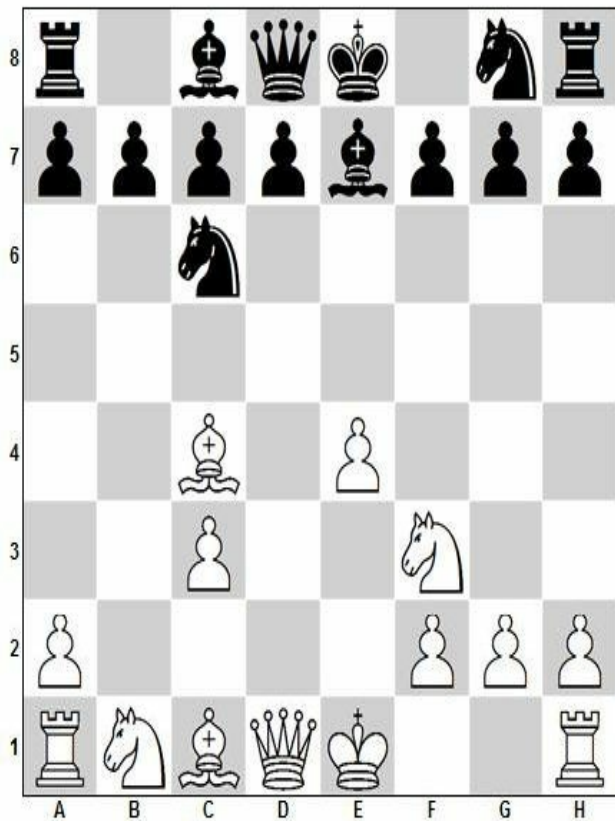
(240) Black to move



***13...Qg3+ 13...Qg3+ 14.Kh1 Qxh3+
15.Kg1 Nf3#*** a common checkmating
theme in the Fishing Pole attack.

From the game **Fuerte2004 (2178)** –
Brianwall (2200), ICC 3 0 Internet Chess
Club 2007

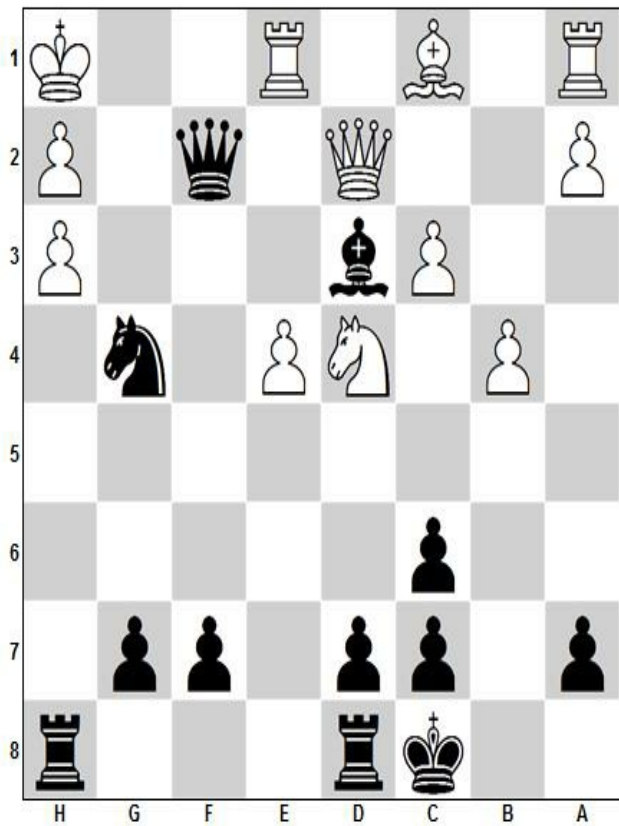
(241) White to move



7. Qd5 and Black has no good way to defend the f7 pawn. The only reasonable response is **7...Nh6**, but after **8. Bxh6** Black is still in big trouble. A good trick to know in the Scotch Gambit.

From the game John Barthel (1594) vs Francisco Baltier Jr (1559) 2011 Tucson Open, Round 2, January 22, 2011.

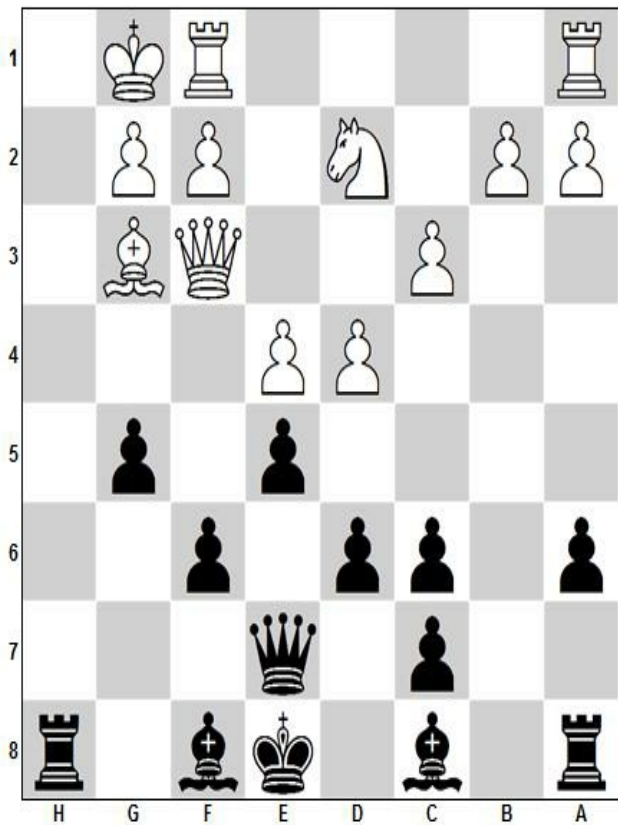
(242) Black to move



17...Bxe4+ overloads the White Rook like
a dishwasher on Thanksgiving. **18. Rxe4**
Qf1#

Variation from Bernard Rigo (1720) vs
Alan Goldsmith (2130), Adelaide
Interclub, Round 2, 2004

(243) Black to move

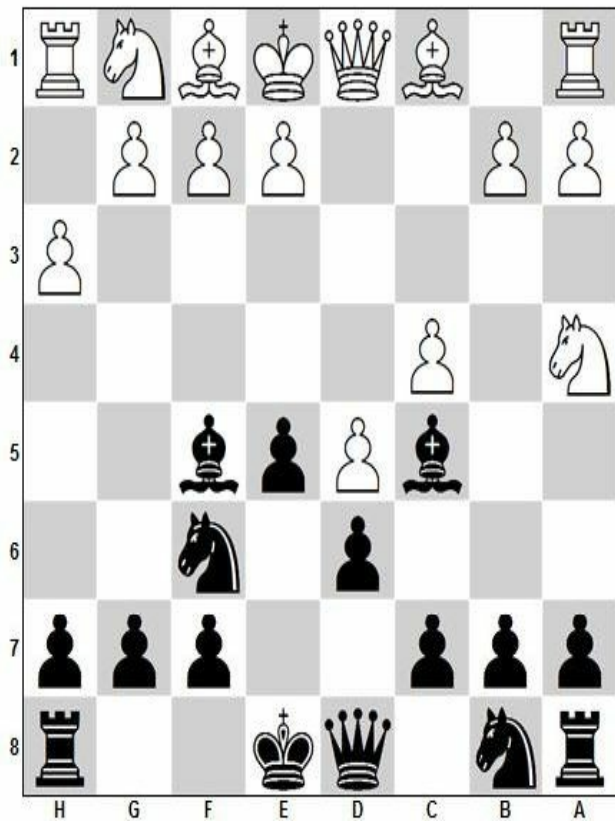


14...Qh7

In the game White played 14...g4, but 14...Qh7 is much more efficient, and a common attack formation in the Fishing Pole opening. This move creates a battery on the h file. White will have to give up major material to avoid being mated.

From the game Tomas Kacalek (1710) vs Jan Petrilak (1620), Brno Gargulak mem-A, Round 3, 2004.

(244) Black to move



6...Bxf2+ This is a good opening trick to know in the Budapest Gambit. This type of tactic is common when white declines the gambit (for example 1.d4 Nf6 2. c4 e5 3. d5).

White either gets mated or loses major material after **7. Kxf2 Ne4+**

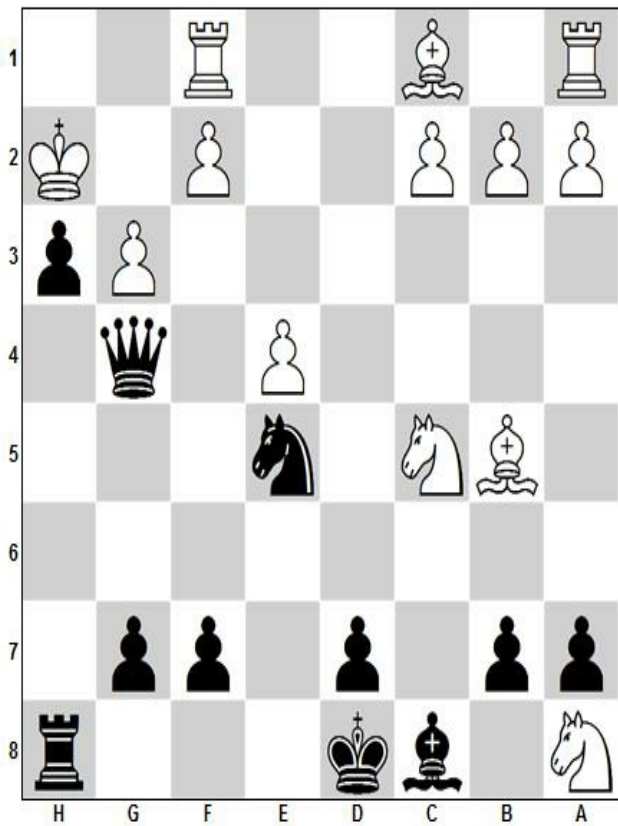
8.Ke3 Qg5+ 9.Kd3 Nf2+ forks the King and Queen

8.Ke1 Qh4+ 9.g3 Qxg3#

8.Kf3 Qh4 9.Ke3 Qf2+ 10.Kd3 Qd4+ 11.Kc2 Nd2+ 12.e4 Bxe4+ 13.Bd3 Qxd3#

From the game Jim Fety (1409) vs
Francisco Baltier Jr. (1542), 2007
Western States Open, October 12, 2007,
Round 2.

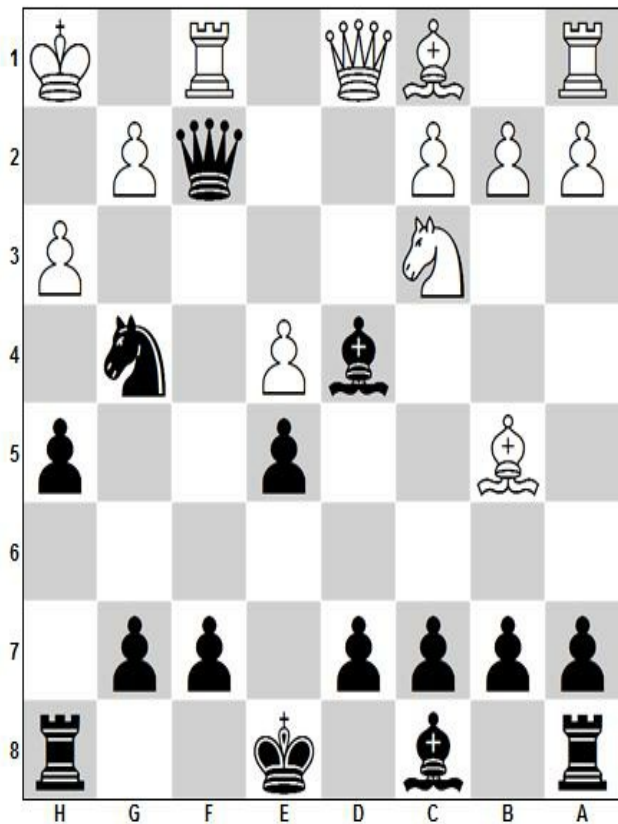
(245) Black to move



16...Qf3 and black cannot stop ***...Ng4+***
and ...h2#

From the game Evelina (2203) and
Brianwall (2286) ICC 5 2 blitz, July 31,
2007.

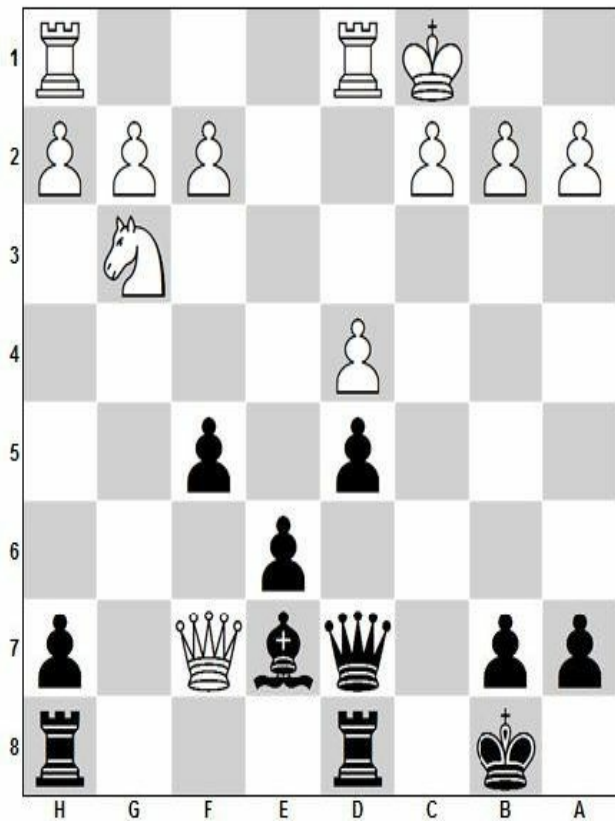
(246) Black to move



11...Qg3 threatening ...*Qh2*# White can only delay mate with a series of giving up pieces and spite checks. This pattern is another good one to know in the Fishing Pole attack.

From the game Manny Presicci vs Brian Wall, Boulder Grand Prix, Round 1, November 18, 2006.

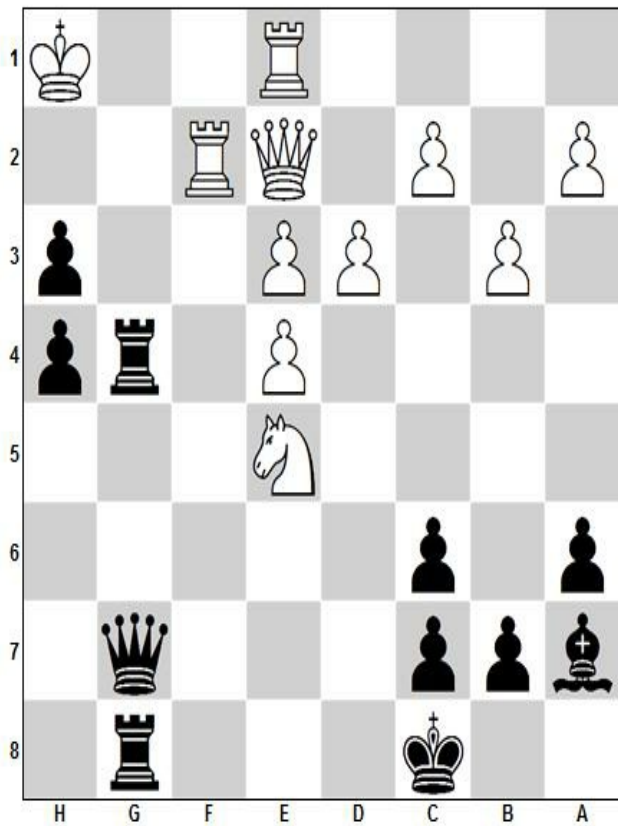
(247) Black to move



15...Bg5+ White grabbed a pawn on f7 with his Queen on his last move, but it was unsafe because of the discovered attack **15...Bg5+** When you castle Queenside instead of Kingside, your king can be more vulnerable to these types of checks.

From the game Francisco Baltier Jr.
(1458) vs Sreeker Bommireddy (1461)
Sept Foothills Trek Rapid, Round 2, 2010

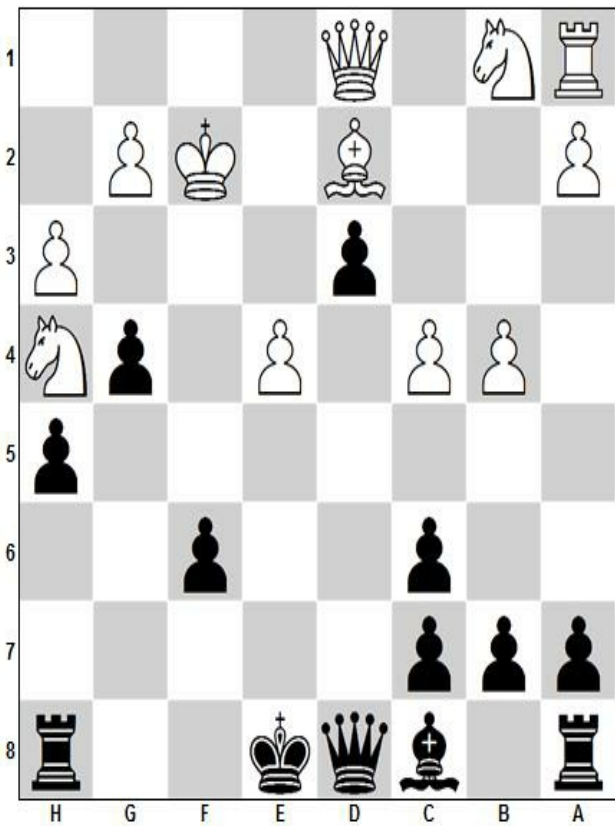
(248) Black to move



24...Rg1+ 25. Kh2 Qg3# and black cashes in on the nice battery he created on the g file.

From the game Masegui (1381) vs Gbsalvio (1822) rated blitz match, October 22, 2007

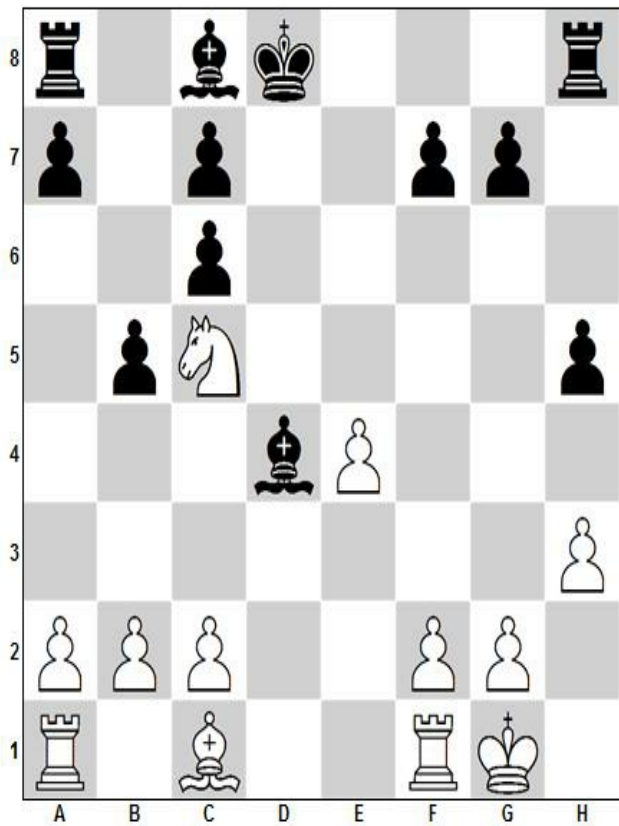
(249) Black to move



16...Qd4+ forks the King and Rook.

From the game Zent Selcuk (1848) vs
Gbsalvio (1845), rated blitz match,
September 28, 2007

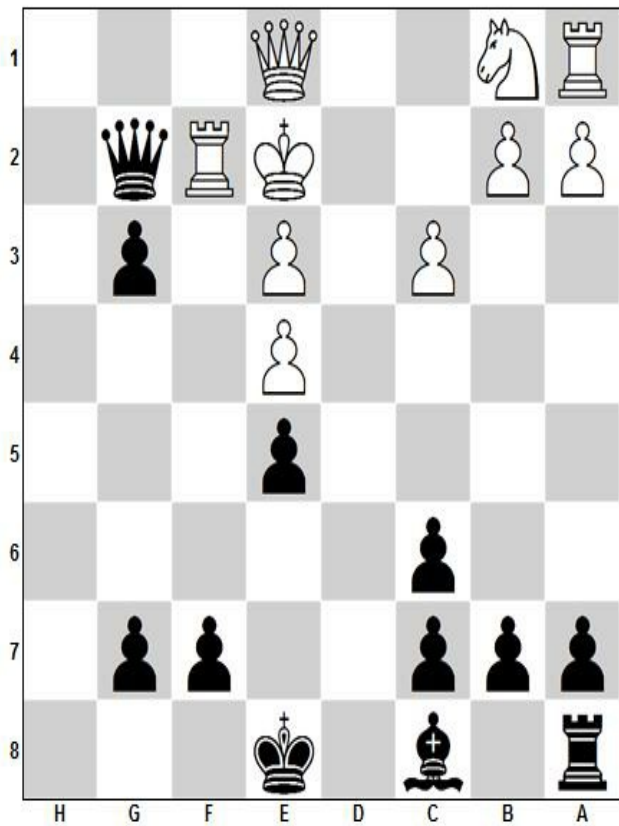
(250) White to move



14.Rd1 pins and wins the bishop

From the game Tospringer (1650) –
Gbsalvio (1814), rated blitz match,
September 12, 2007

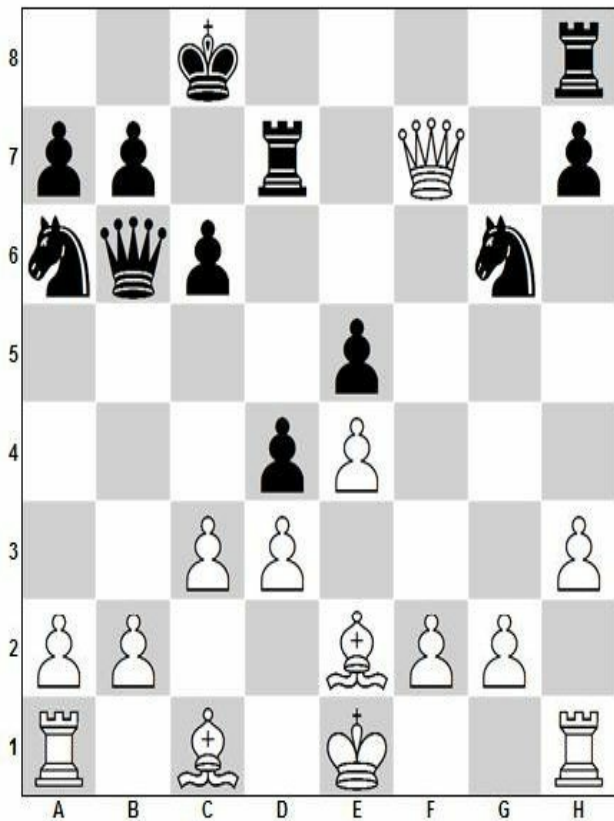
(251) Black to move



20...Bg4+ removes the White King from defending the pinned white rook, and brings another piece into the attack with tempo (a check). After the King moves to the d file, Black plays gxf3. Playing gxf3 right away is ok too, but the Bishop check is a little more accurate.

From the game Pdupont (1721) vs
Gbsalvio (1800), Rated Blitz match,
September 12, 2007

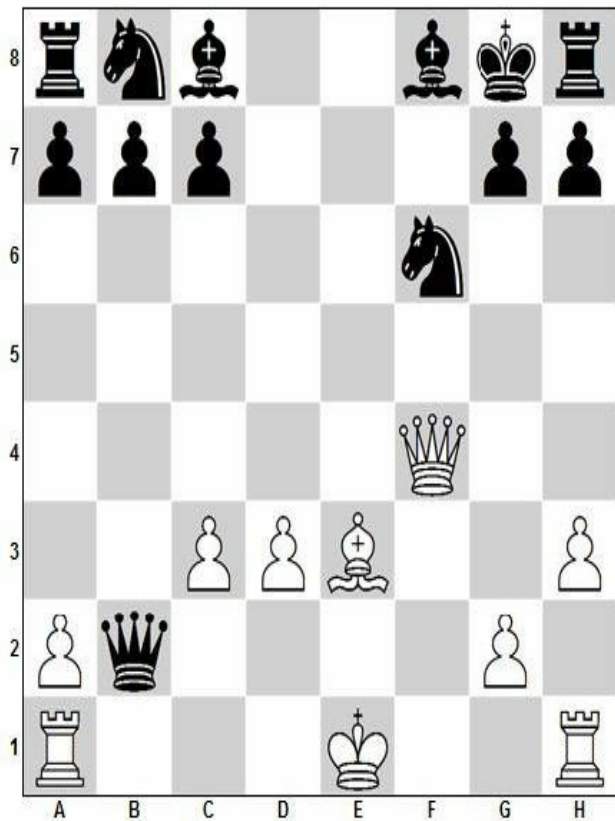
(252) White to move



14.Bg4 pins the Rook to the King

This move was missed in the game
Leellen (1271) vs Pureredwhiteandblue
(1859), CCOUSA 2011, Invitational
Below 1800 Cup, January 04, 2011

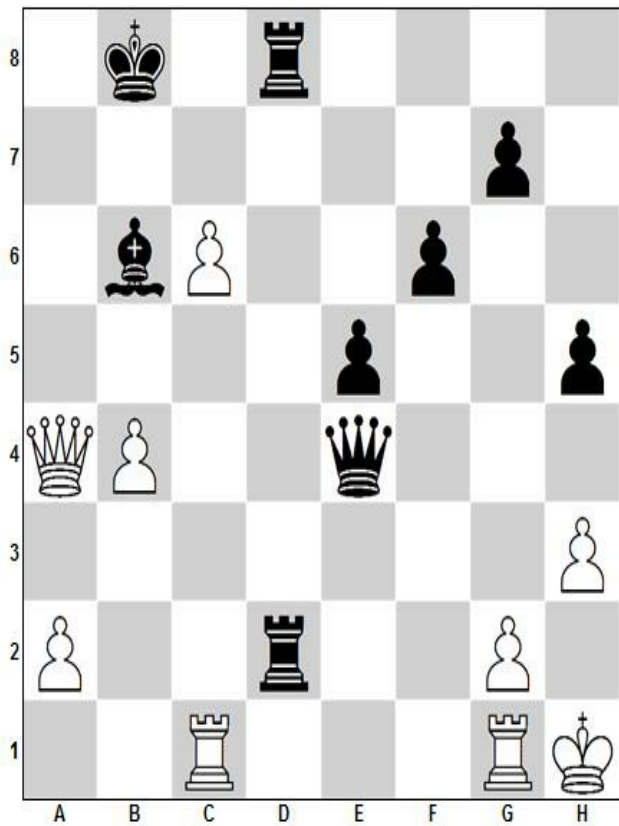
(253) White to move



14.Qc4+ and black cannot stop the mate
14...Nd5 15.Qxd5+ Be6 16.Qxe6#

From the game *Pureredwhiteandblue*
(1859) – Vonny (1200), Live Chess
Chess.com 2011

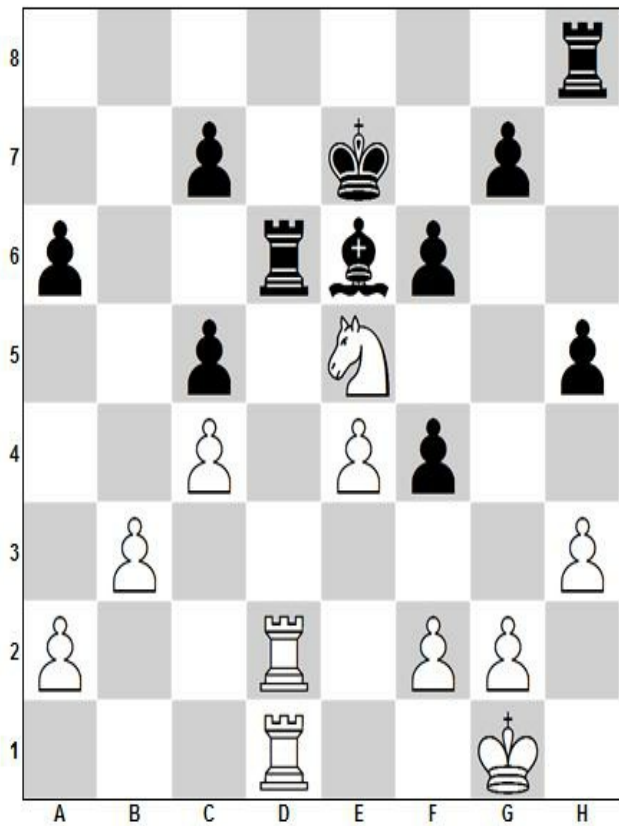
(254) White to move



36.Qa6 threatening **37. Qb7#** if **36...Kc7** to escape **37. Qb7+** forks the King and Bishop on b6 **37...Kd6** (only move) **38. Qxb6**. White now gains back the material advantage and has three passed pawns on the queenside that are becoming very powerful.

From the game Patzerstave (2156) vs Gbsalvio (1803) rated blitz math, August 13, 2007.

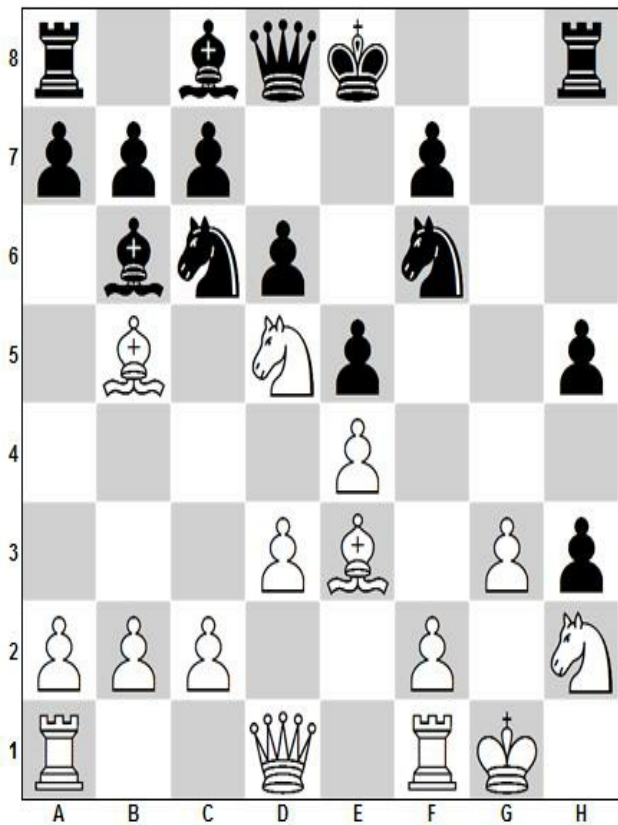
(255) White to move



25.Ng6+ on the previous move Black played f6 attempting to kick the white Knight from its nice outpost, but missed this move forking the King and Rook.

From the game Metin (1918) vs Gbsalvio (1816), rated blitz match, August 31, 2007

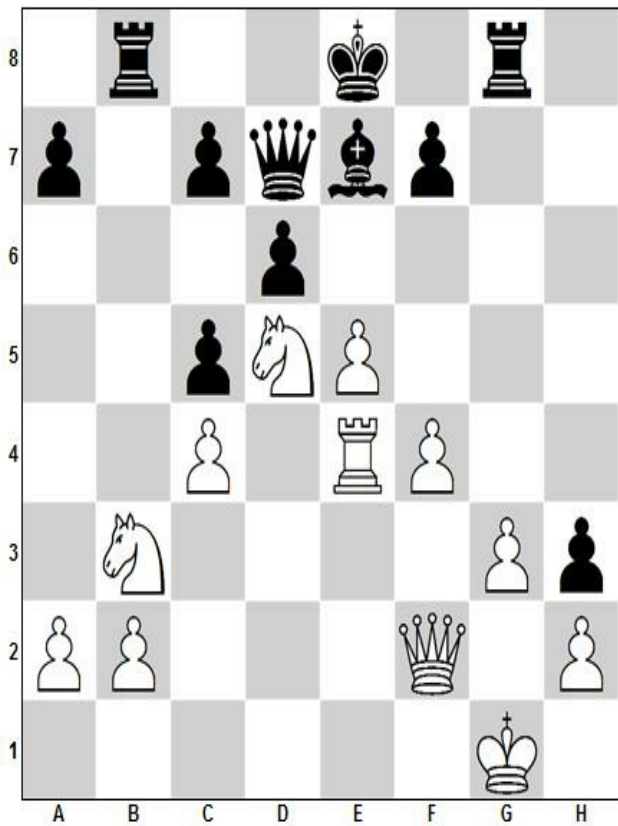
(256) White to move



12.Bg5 pins and adds a second attacker to the knight on f6. There is no way for Black to defend this piece a second time, and will lose it.

From the game Marnic (1816) vs Gbsalvio (1852), rated blitz math, August 07, 2007.

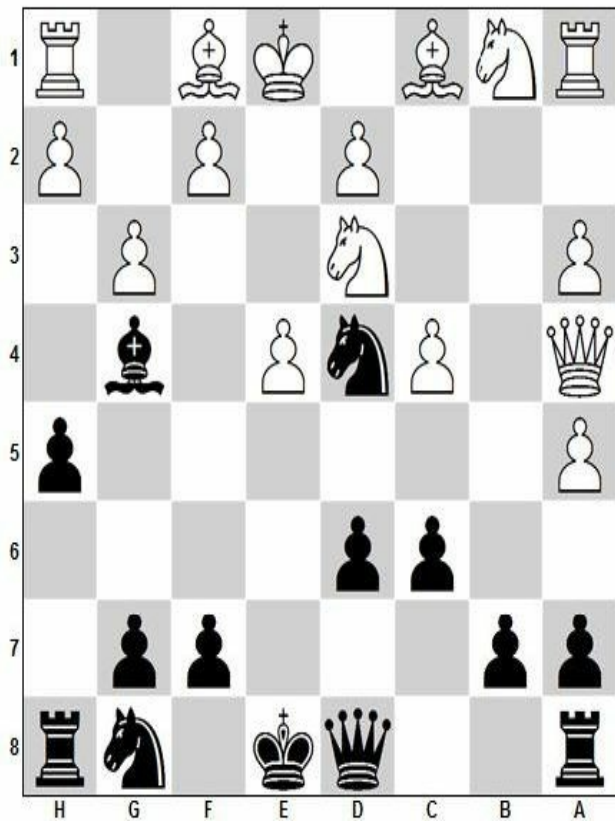
(257) White to move



25. *exd6 cxd6* 26. *Nf6*+ forks the King and Queen. This is better than 26. *Rxe7*+ forking the King and Queen, which was played in the game. This trades Rook and Knight for Queen, which is worse than winning the Queen for just the Knight.

From the game Lsetia (1837) vs Gbsalvio (1888), rated blitz match, October 11, 2007.

(258) Black to move



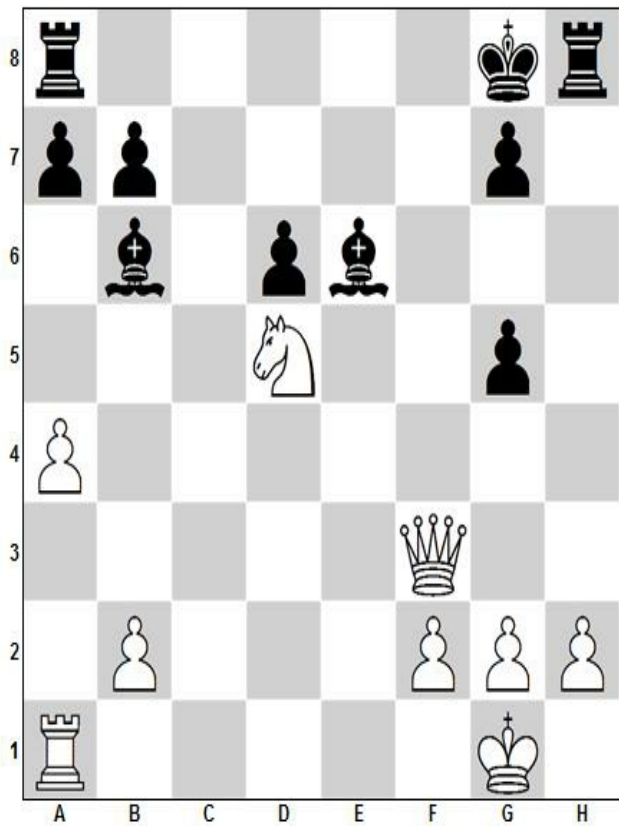
10...Qxa5!! is a brilliant Queen sacrifice deflecting the White Queen from her protection of the c2 square, threatening **11. Nc2#**. There are no safe squares for the White Queen, and she will be lost or White will be checkmated.

Even very strong players have missed this type of tactic, such as in the game GM Alexander Yermolinsky (2654) vs. IM Emory Tate (2425), Western States Open, 2001, which went 1. d4 c5 2. d5 e6 3. Nc3 exd5 4. Nxd5 Ne7 5. Bg5 h6 6. Bh4 Qa5+ 7. c3 Nf5 8. Qa4 Qxa4 9. Nc7# 1-0, and you can play through here:

http://tacticstime.com/?page_id=3299.

Variation missed from the game
Drumlizardo (961) vs Dogfish44 (954),
Open Invite, redhotpawn.com, October 8,
2010.

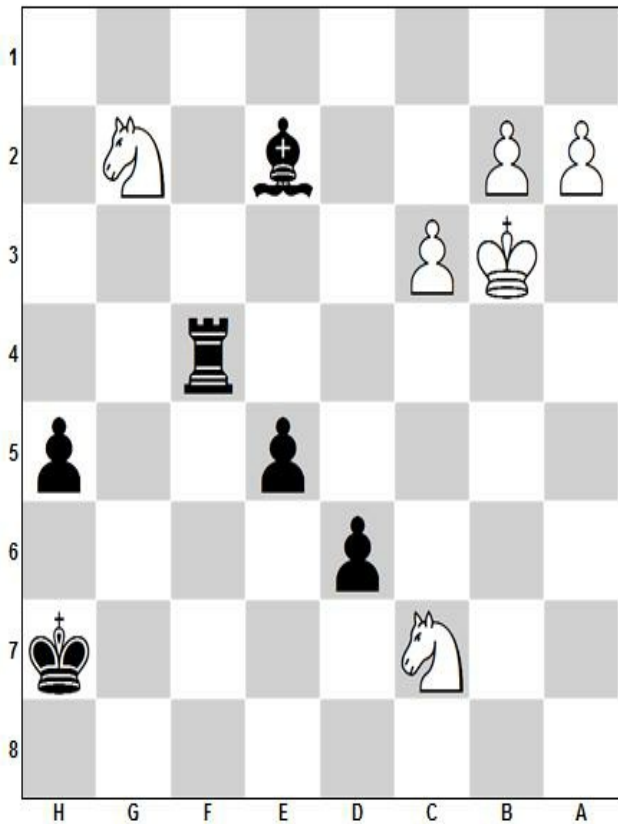
(259) White to move



26.Ne7+ Kh7 27. Qh5# with a variation on the Anastasia's Mate with a Queen instead of a Rook.

This was missed in the game Lsetia (1837) vs Gbsalvio (1859), rated blitz match, August 20, 2007

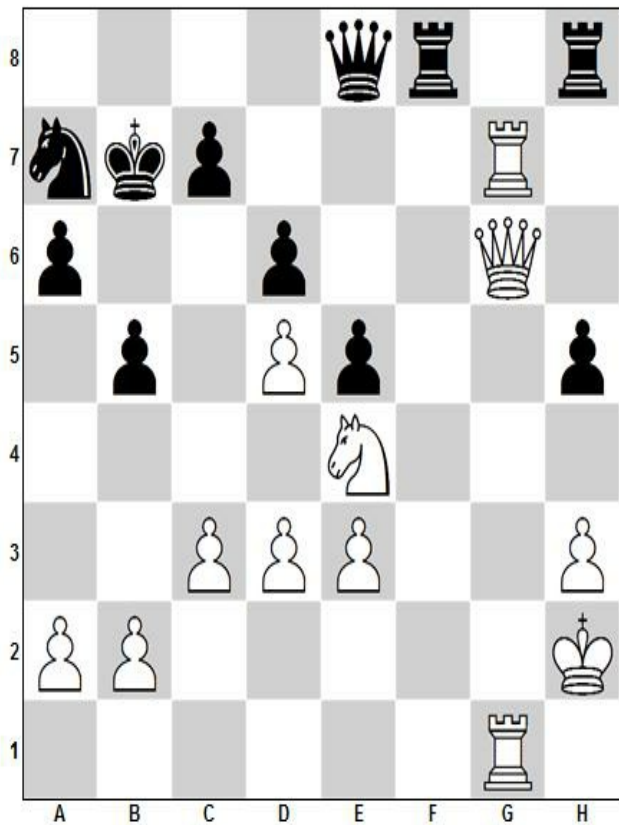
(260) Black to move



36...Bd1+ 37. Ka3 Ra4# A forced mate missed in the game

From the game Lsetia (1837) vs Gbsalvio (1859), rated blitz match, August 20, 2007

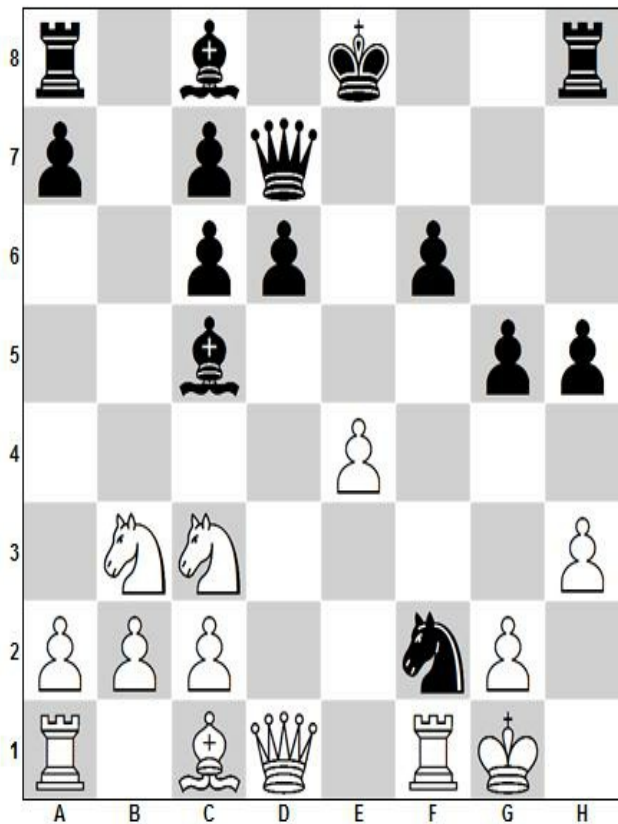
(261) White to move



28.*Nxd6*+ forks the king and queen. The c7 pawn is pinned.

From the game Lsetia (1831) vs Gbsalvio (1865), rated blitz match, August 20, 2007

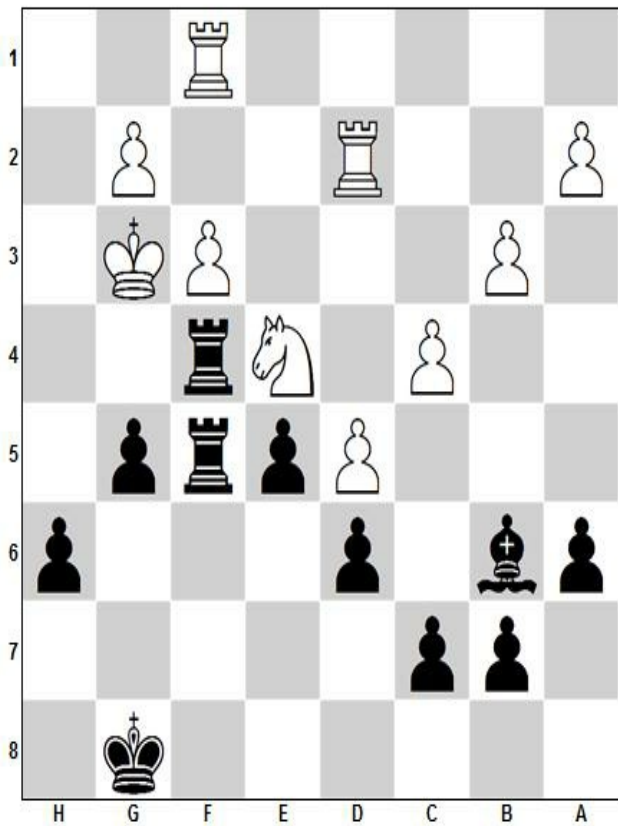
(262) White to move



14.Nxc5 threatens the queen on d7 and removes the defender of the knight on f2. Black got over aggressive with **13...Nxf2** on the previous move, and will lose a piece.

From the game Lovejulie (1866) vs Gbsalvio (1866), rated blitz match, August 19, 2007.

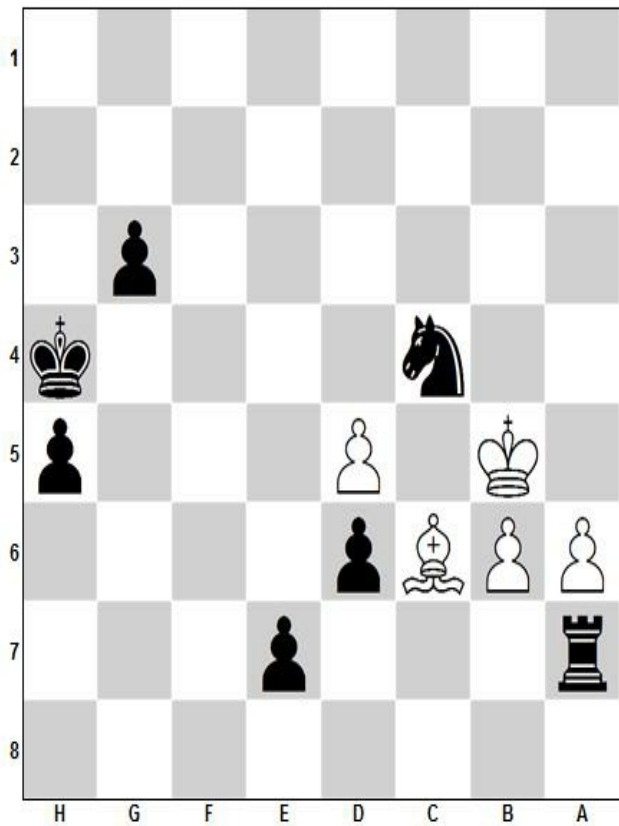
(263) Black to move



38...Rxe4 39. fxe4 Rxe1 the f pawn was pinned

From the game Zaupa (1909) – Gbsalvio (1893), rated blitz match, September 18, 2007

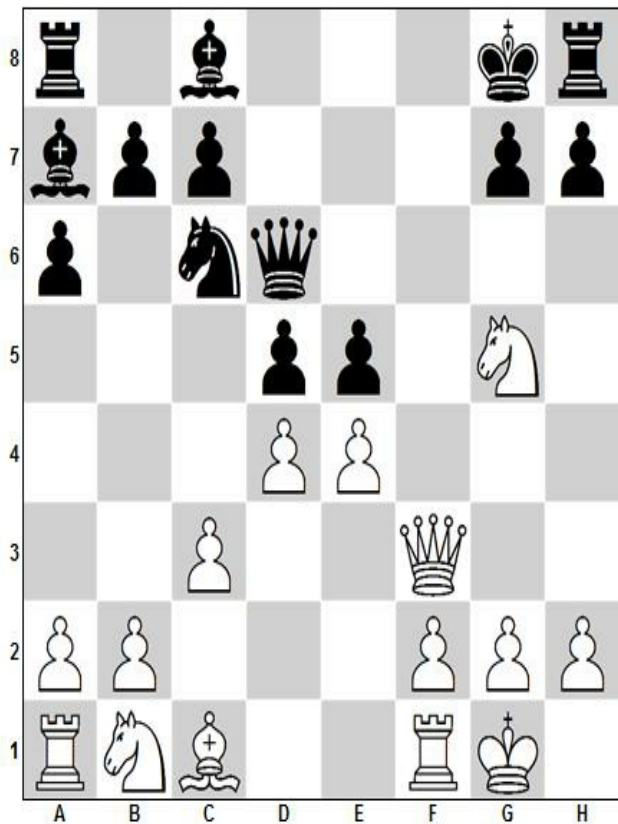
(264) Black to move



51...Nxb6 52. Kxb6 Rxa6+! Black gives up two pieces to stop White's passed pawns, and transposes into an easily won endgame in this 400 point upset.

From the game Josh Bloomer (2187) – Anthea Carson (1730), Poor Richard's Colorado Springs, Round 2, September 12, 2007

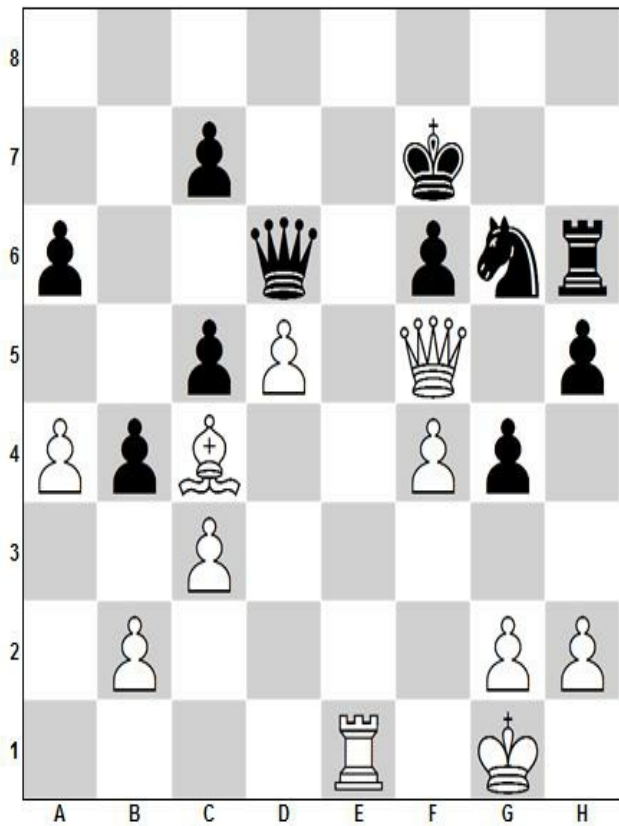
(265) White to move



12.Qf7#

From the game Ptitlu (2179) – Gbsalvio (1806), rated blitz match, October 6, 2007

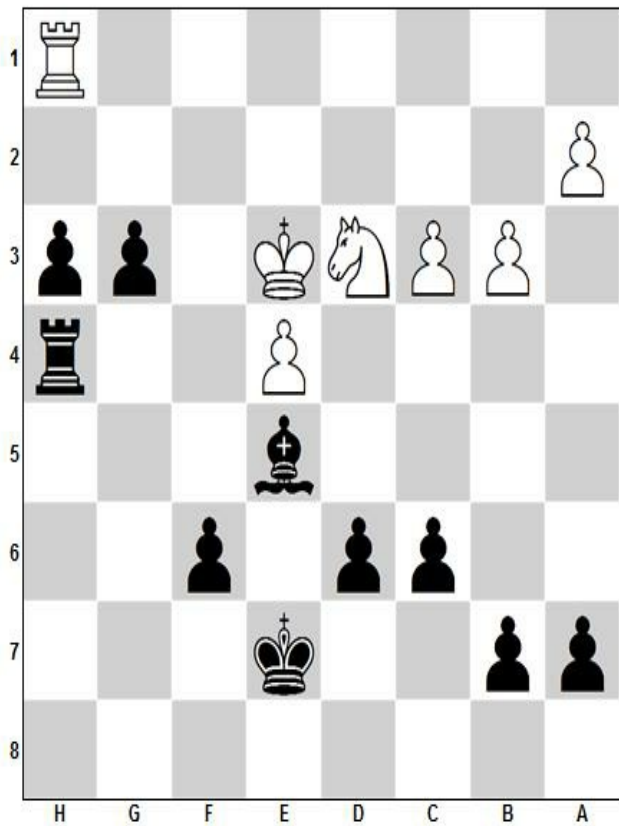
(266) White to move



27.Re6 threatens the queen and the check capture on f6.

Missed in the game Ptitlu (2149) –
Gbsalvio (1894), rated blitz match,
September 20, 2007

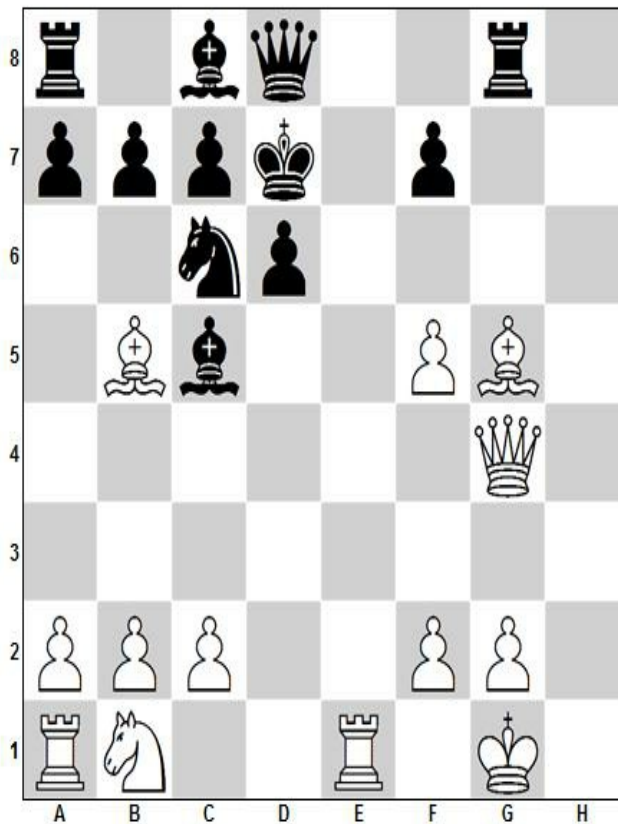
(267) Black to move



37...g2 there is no way for White to stop the dangerous passed pawns

From the game Ninonino (1519) – Gbsalvio (1850), rated blitz match, September 19, 2007

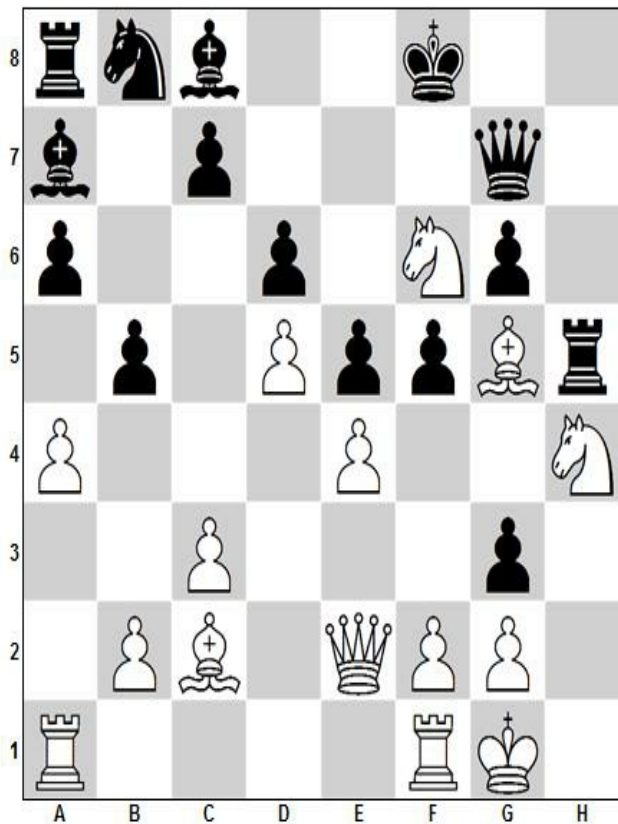
(268) White to move



14.f6# Discovered Checkmate

From the game Mrhustler (1899) –
Gbsalvio (1789), rated blitz match,
October 5, 2007

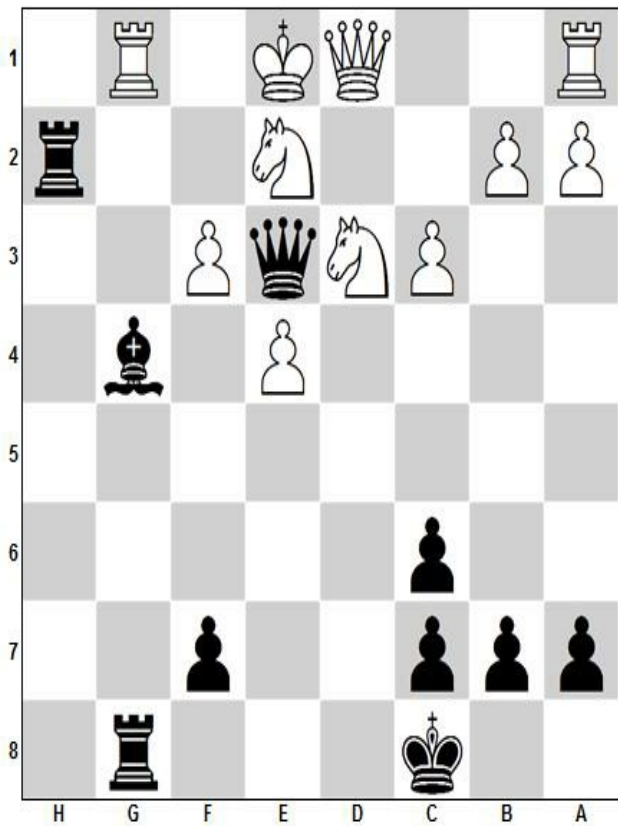
(269) White to move



22.Nxh5 gxh5 23. Qxh5 White wins a Rook and pawn for a Knight. In the game White retreated his knight with 22. Nf3.

Missed in the game Maurian (1909) – Gbsalvio (1839), rated blitz match, September 19, 2007.

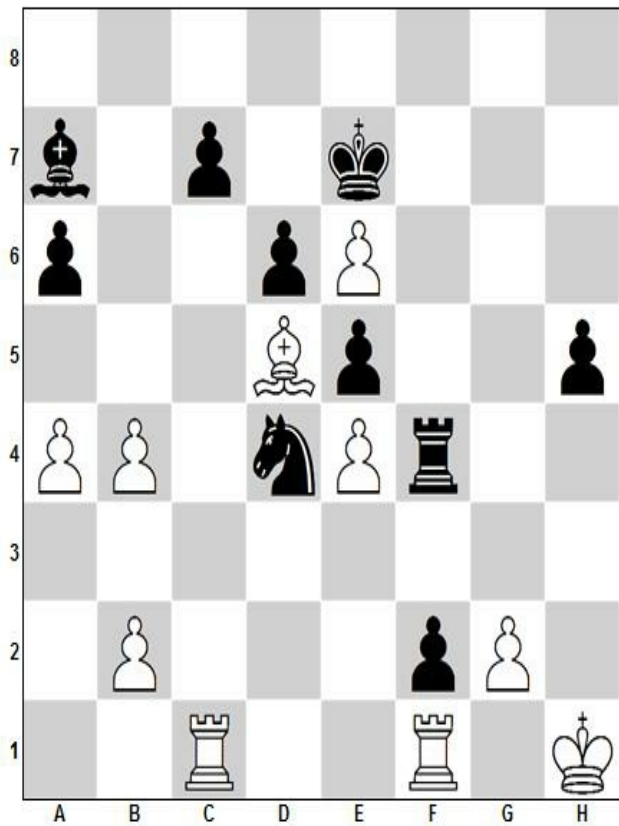
(270) Black to move



25...*Rxe2*+ Removing the defender of the
White Rook on g1

From the game Gator101 (2052) – Brian
Wall (2220), ICC 3 0 Internet Chess Club,
May 31, 2008.

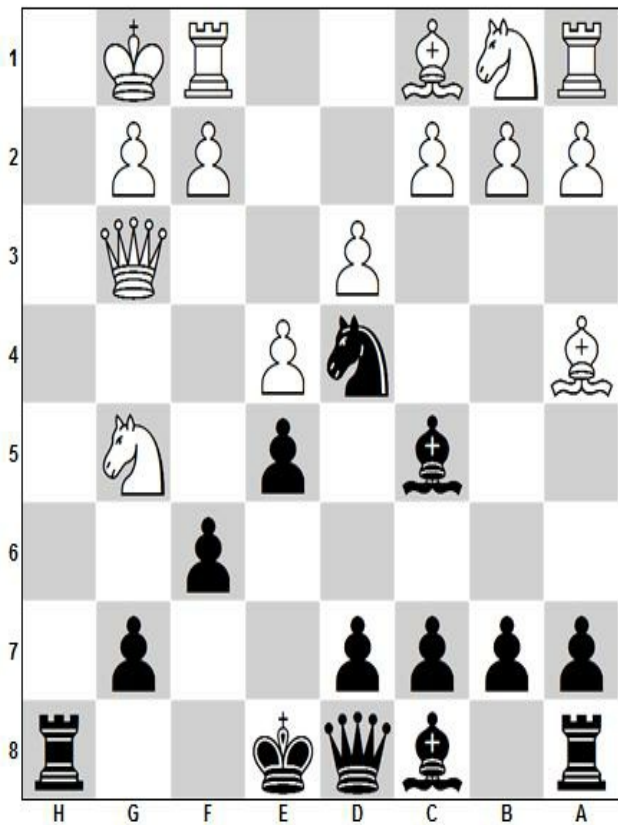
(271) White to move



35.*Rxc7*+ forks the Black King and Bishop

From the game Maurian (1909) – Gbsalvio (1839), rated blitz match, September 19, 2007.

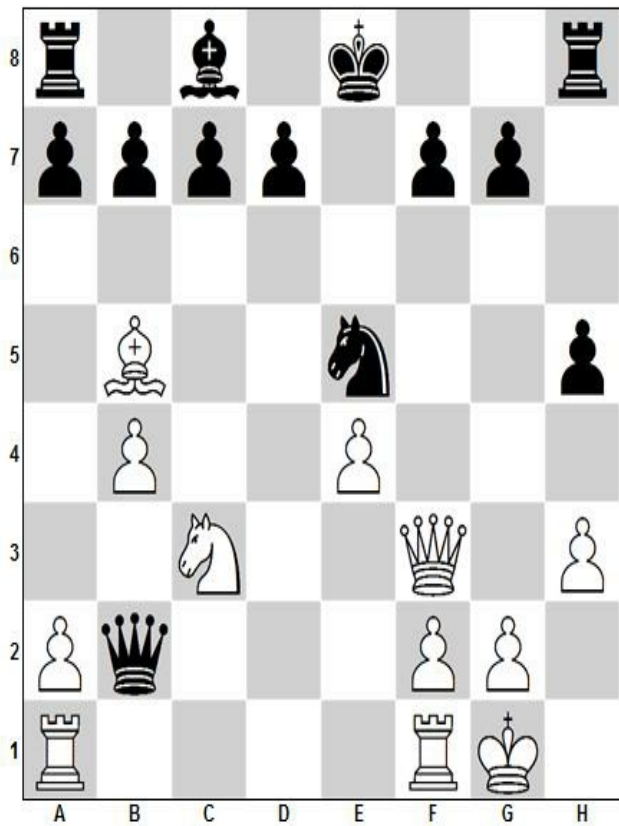
(272) Black to move



11...Ne2# not only wins the queen but checkmates the king!

From the game Markrenton (1850 – Gbsalvio (1832), rated blitz match, August 28, 2007

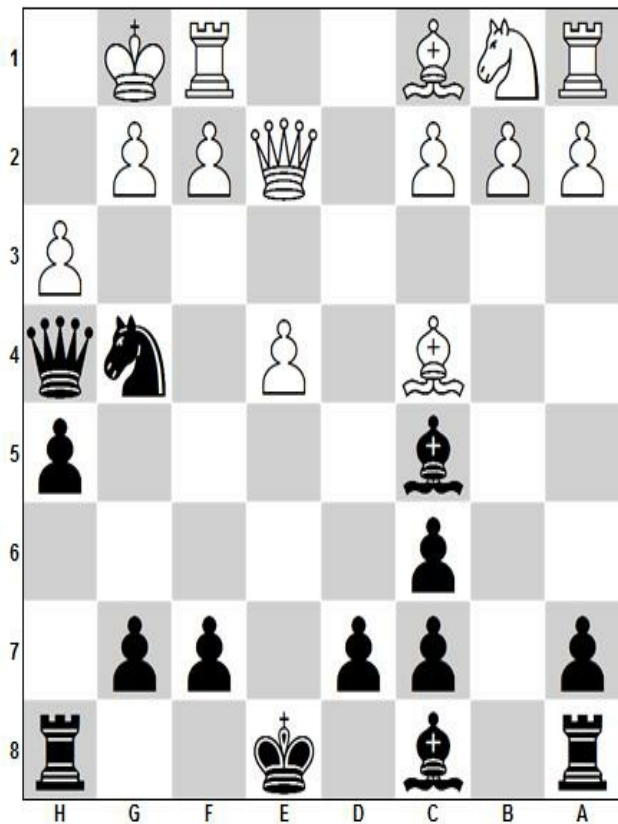
(273) White to move



14.Qg3 gets the queen out of danger, attacks the knight and g7 pawn, and still guards the knight on c3. Quite a lot for one move!

From the game Hierbabuena (1671) – Gbsalvio (1789), rated blitz match, October 6, 2007

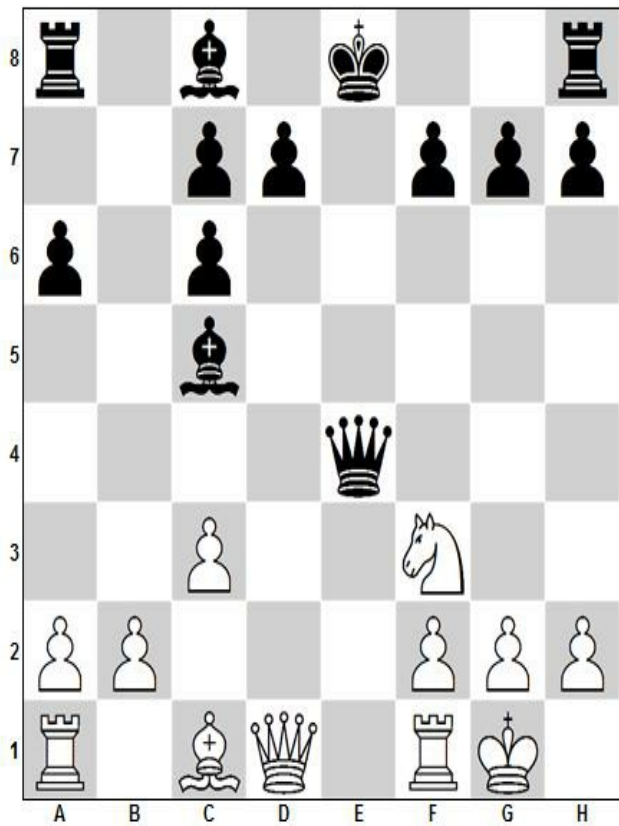
(274) Black to move



10...Qg3 with the threat **Qh2#**. The f2 pawn is pinned from the Black Bishop on c5. A common mating theme in the Fishing Pole attack. If **11. hxg4 hxg4**, and now the Black Rook on h8 supports the mate on h2

From the game jean1777 (2235) – vladtespes83 (2408), ChessCube Game, July 19, 2012

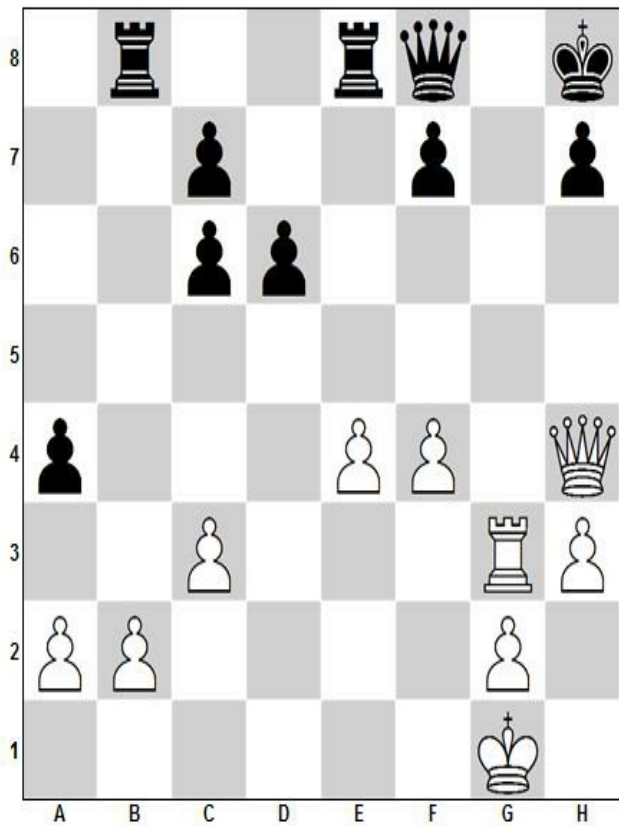
(275) White to move



12.Re1 wins the queen

Variation from the game Fatfreddie (1910)
– Gbsalvio (1944), rated blitz match,
September 25, 2007

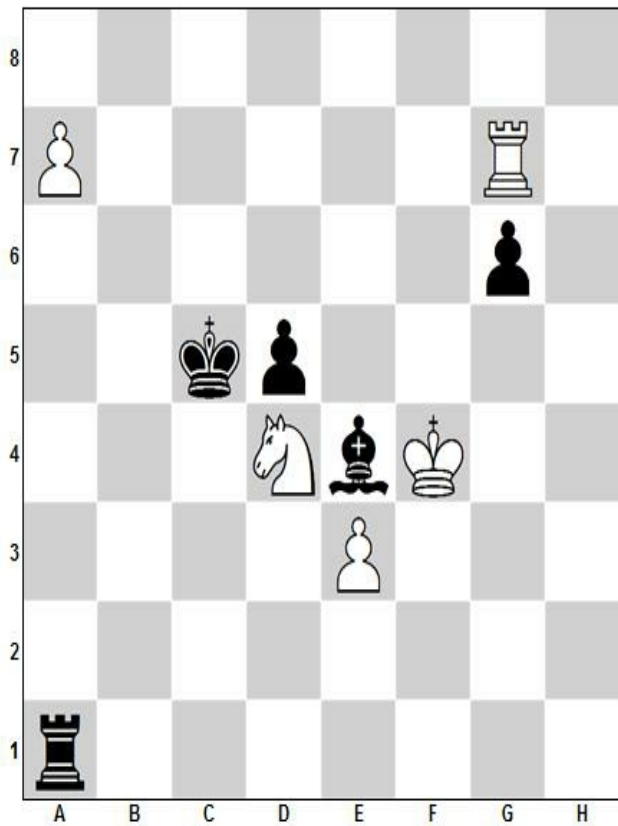
(276) White to move



26. Qf6+ Qf7 is the only move to block the check and then **27. Qxf7#**

From the game Fatfreddie (1910) –
Gbsalvio (1944), rated blitz match,
September 25, 2007

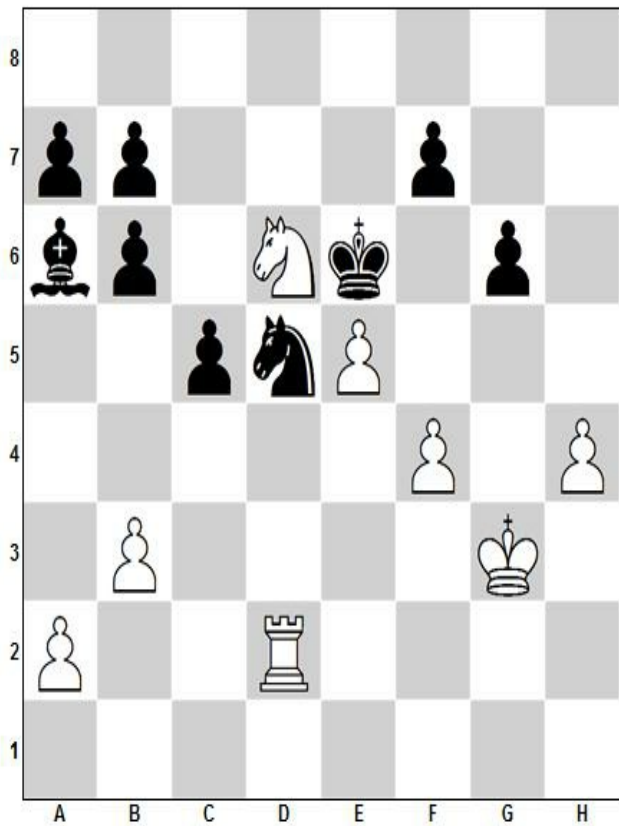
(277) White to move



47.Nb3+ forks the king and rook. White missed this move, playing Ne6+, and went on to lose the game. Even stronger players miss simple one move knight forks, especially in fast time controls and blitz.

Missed in the game Fatfreddie (1911) – Gbsalvio (1943), rated blitz match, September 25, 2007

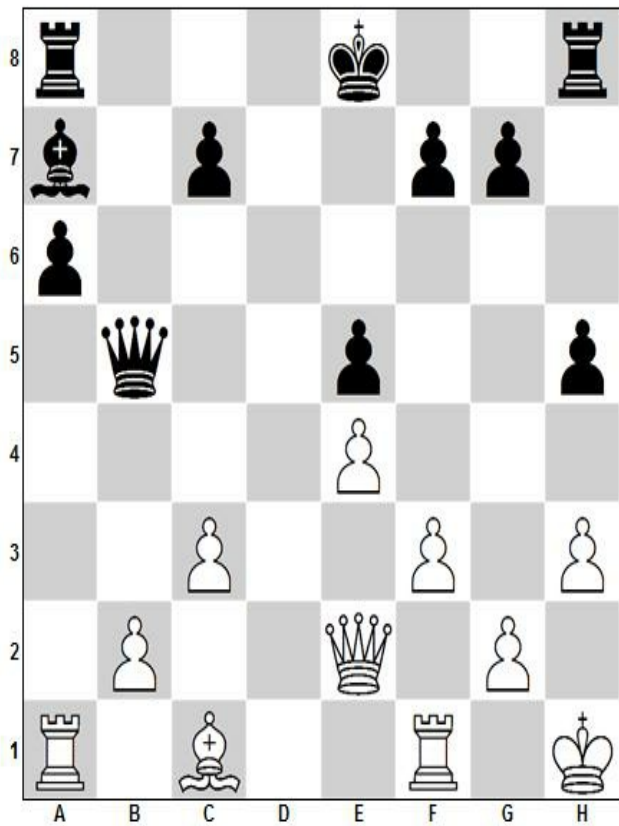
(278) White to move



31.Nxf7 and if the Black King captures the White Knight, he no longer guards his own knight.

Missed in the game Euwhei (1886) –
Gbsalvio (1852), rated blitz match,
September 16, 2007

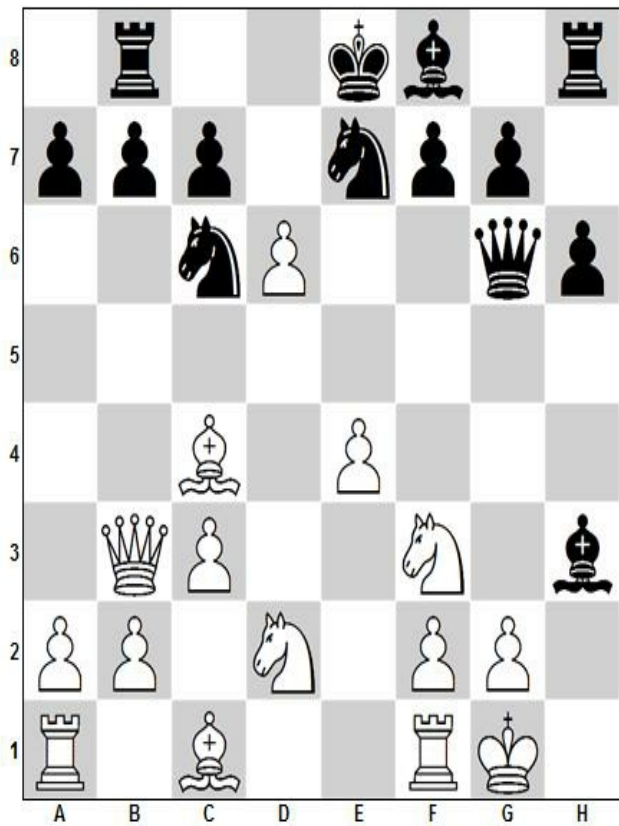
(279) White to move



22. Qxb5+ axb5 23. Be3 wins the exchange because the bishop is attacked twice, can't be defended and when it moves, it exposes the rook on a8

Variation from the game Doxxas (1925) – Gbsalvio (1880), rated blitz match, September 16, 2007

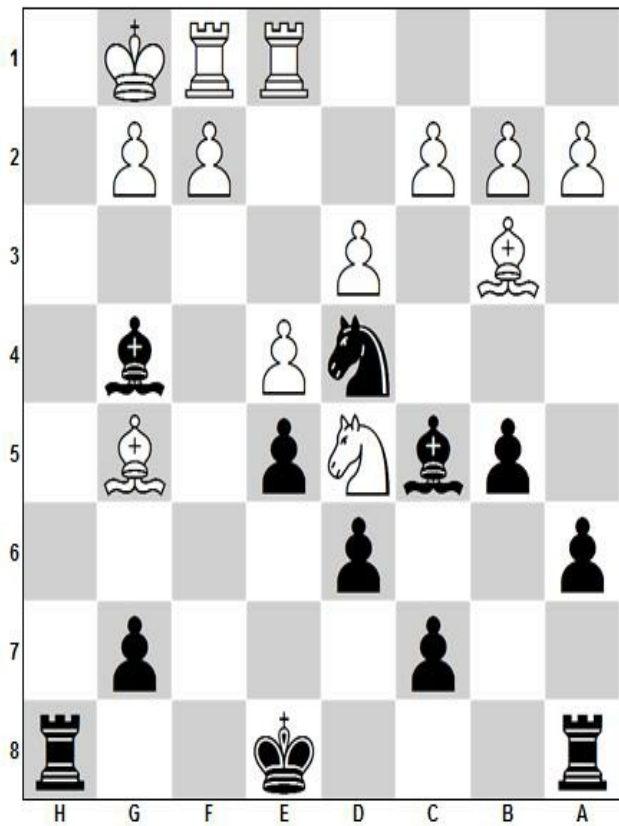
(280) White to move



12. Bxf7+ Qf7+ defects the Black Queen away from the mate threat on g2. White can follow up with **13. Qxf7 Kxf7** then Black has multiple pieces under attack and can't save them all **14. dxe7 15. Bxe7 gxf3** and white is up a piece.

From the game Matthew De Elena (1535) – Jose Castillo (896), 2010 Ye Old Pueblo Open, Round 3, July 17, 2010, Tucson, AZ.

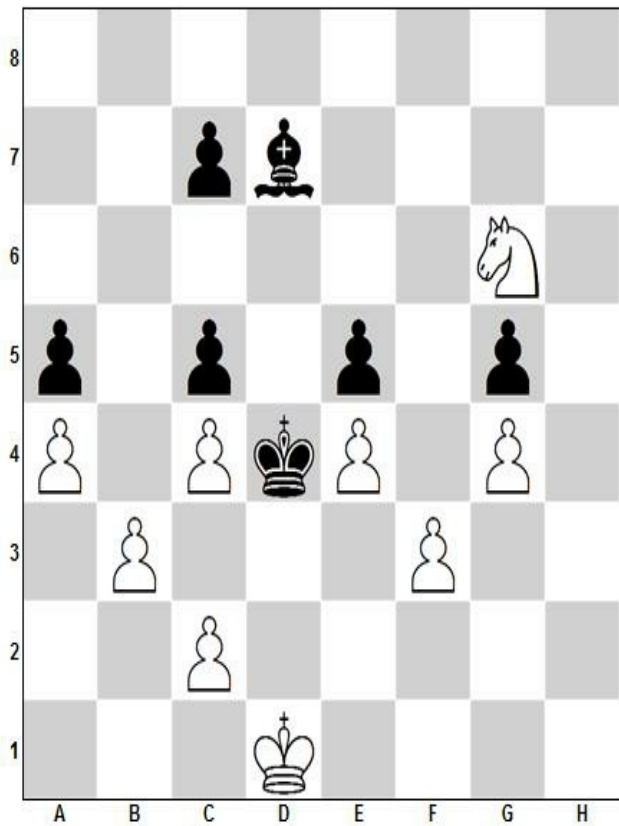
(281) Black to move



17...Nf3+ and after the pawn captures the knight on f3, the Bishop recaptures. Mate in one is then unstoppable via Rh1.

Missed in the game Chernee (1953) – Gbsalvio (1862), rated blitz match, August 19, 2007

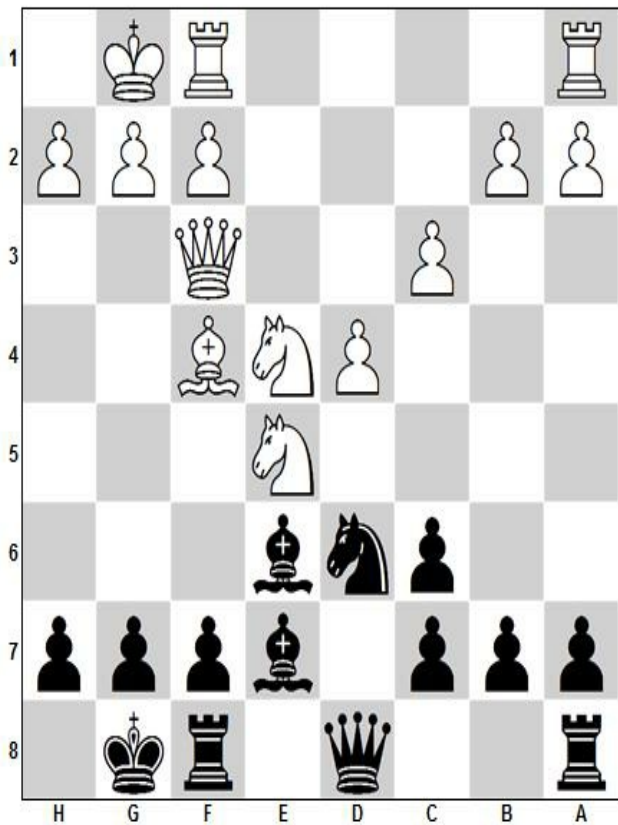
(282) White to move



45.Kd2 and mate next move via c3 is unstoppable

From the game Chernee (1949) –
Gbsalvio (1866), rated blitz match,
August 19, 2007

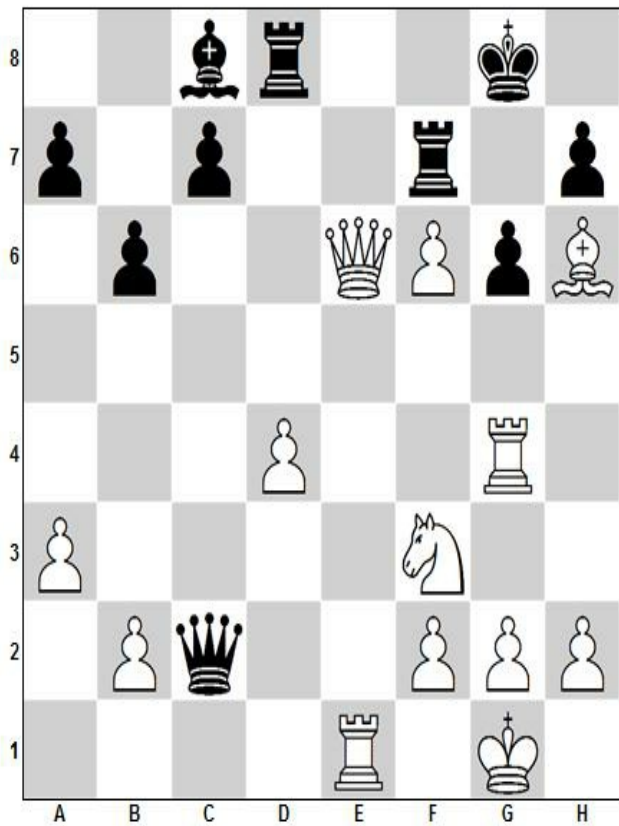
(283) Black to move



12...Bd5 pins and wins the knight. It is attacked twice (by the knight on d6 and the bishop on d5). If **13. Ref1** (or **13. Rae1**) adding a new defender **13...f5** and the knight can't move because of the pin on the queen.

From the game Lsetia (1862) – Gbsalvio (1834), rated blitz match, August 20, 2007

(284) White to move



29.Qe8+! and mate to follow with either

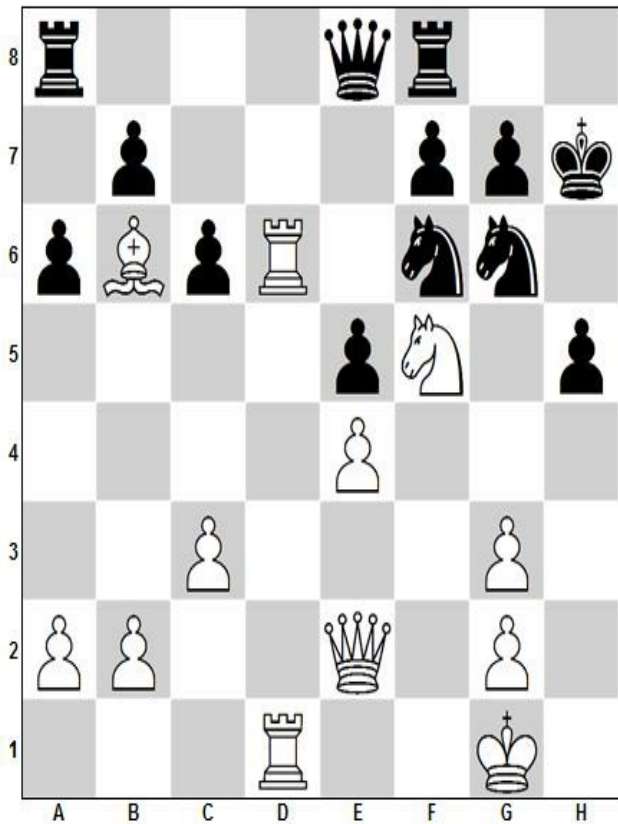
29...Rf8 30.f7+ Kh8 31.Qe5#

or

29...Rxe8 30.Rxe8+ Rf8 31.Rxf8#

From the game Julian Evans (2012) –
Isaac Martinez (1720), Denver Chess
Club Autumn Cornucopia, Round 1,
October 16, 2010

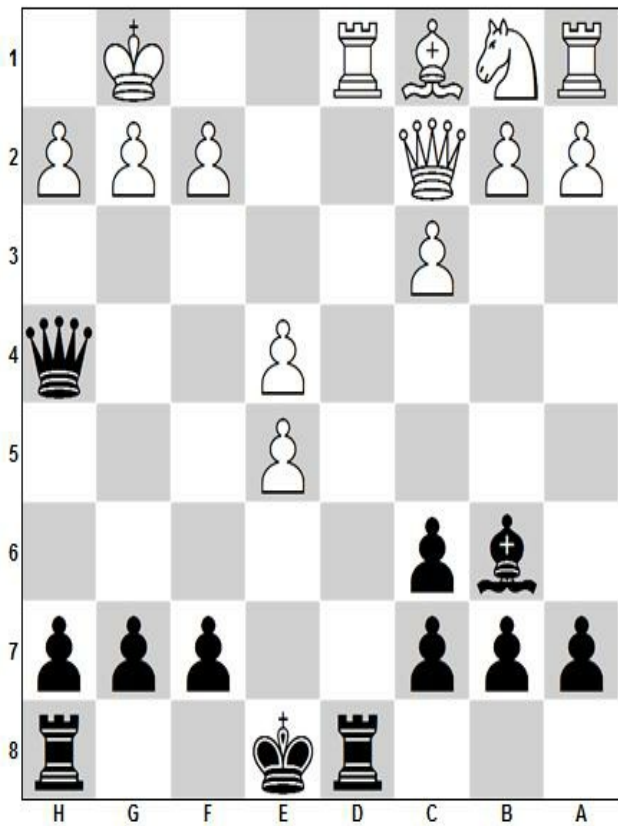
(285) White to move



30. Rxf6 removes the defender of the h5 pawn. If **30... gxf6** **31. Qh5+ Kg8** **32. Qh6 Ne7** **33. Qg7#**

From the game Shannon Fox (1774) – Rim Yurkus (1559), DCC 2010 Club Championship, January 24, 2010, Round 3

(286) Black to move



13...Qxf2+ removing the defender of the back rank leads to

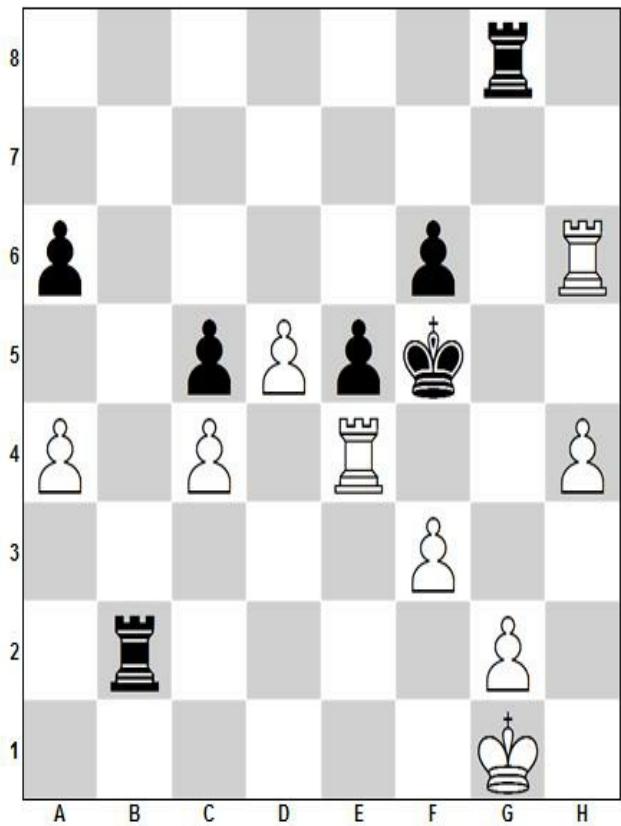
14. Qxf2 Rxd1#

or

14. Kh1 Qxc2 and black is up a Queen

From the game Piasprong (1326) –
Brianwall (2116), ICC 4 0 Internet Chess
Club, January 1, 2003

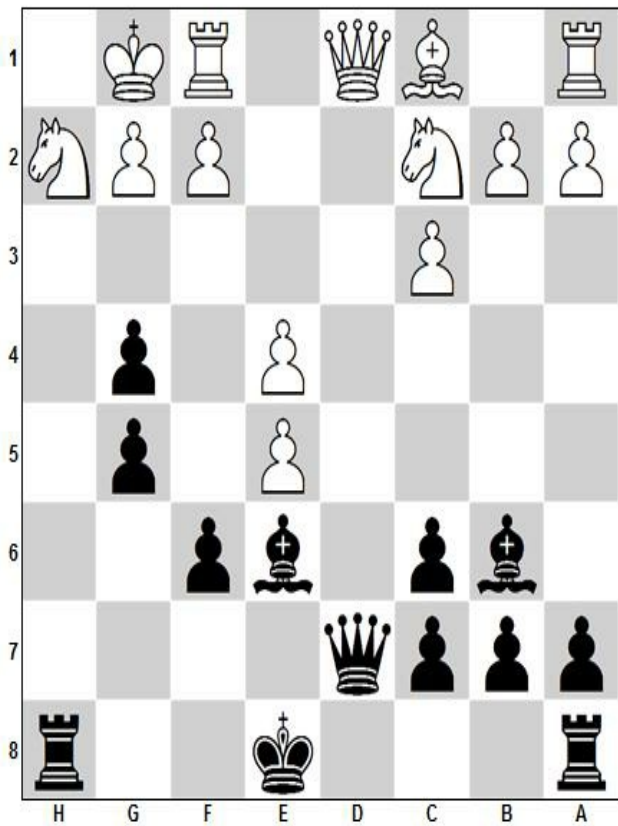
(287) White to move



32.g4+ forces black to give up their Rook
to get out of check with **32...Rxf4+**
33.Rxf4

From the game Marc Larocca (2010) vs
Bennet Pellows (1873), MCC
Thanksgiving Swiss, Round 3, November
21, 2006.

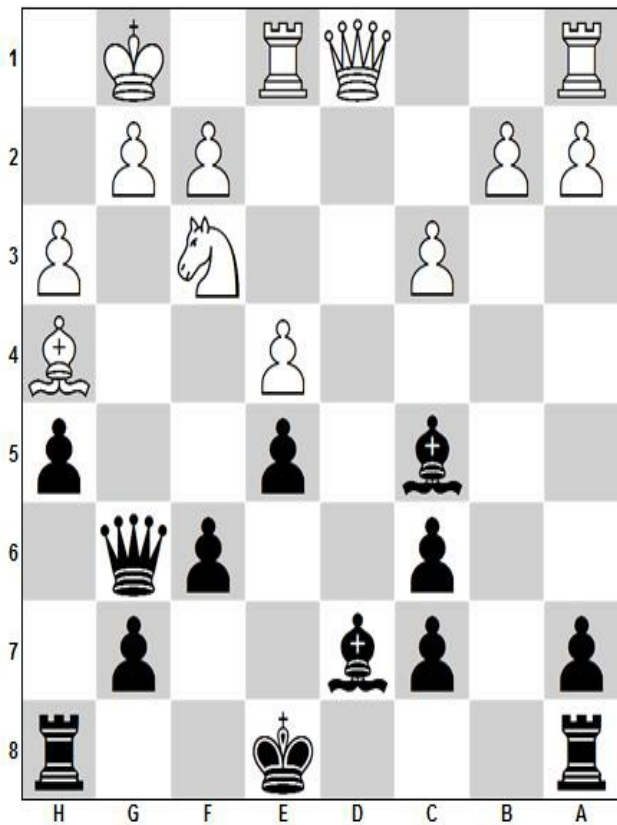
(288) Black to move



14...Qh7 and white will have to give up a ton of material to avoid mate on the h file

From the game Slowman (2168) –
Brianwall (2178), ICC 5 0 Internet Chess
Club, November 07, 2002

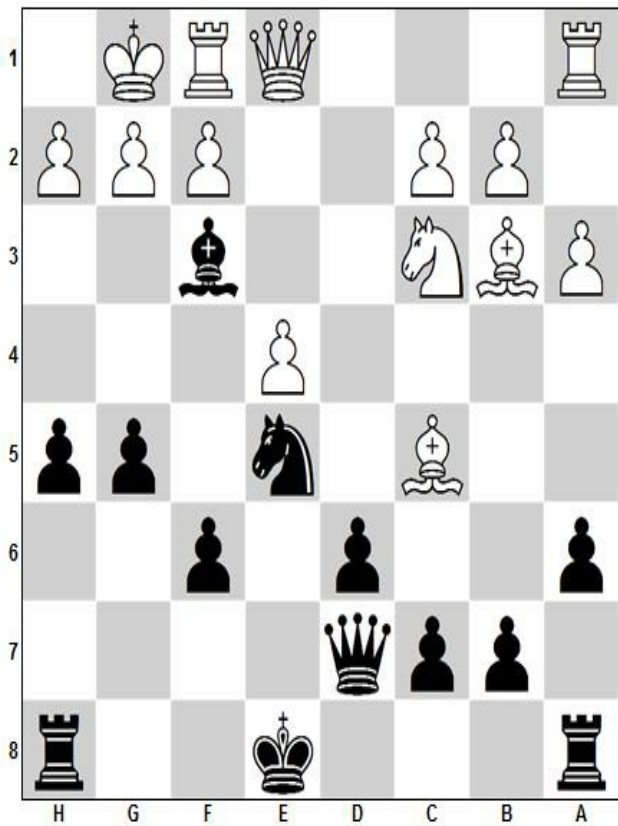
(289) Black to move



16...Bxh3 and pawn can't recapture because of the pin on the g file from the Black Queen to White King. This is a very common tactical pattern, and a good one to know.

From the game Rikkitikkitavi (2082) – Brianwall (2186), ICC 5 0, Internet Chess Club, October 10, 2002

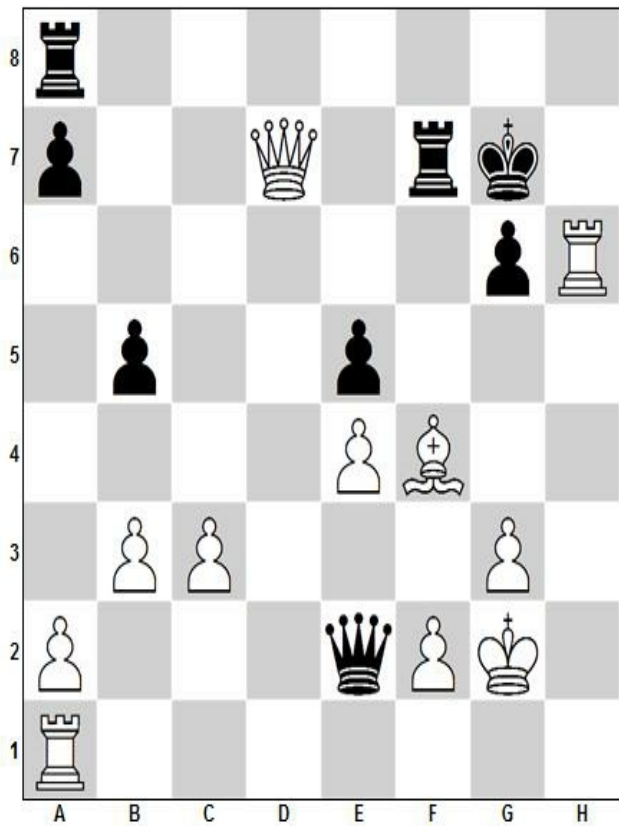
(290) Black to move



18...Qg4 threatens mate in one. If white plays g3, Queen h3 seals the deal

From the game Pakuka (2293) – Brianwall (2323), ICC 3 0 Internet Chess Club, July 20, 2003

(291) White to move



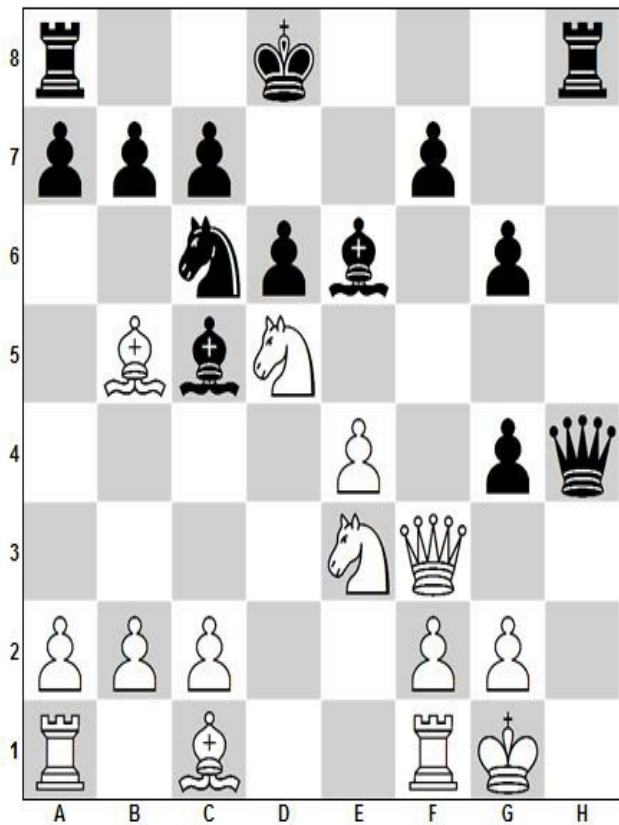
36.Rh7+ deflects the Black King, and
creates a mating net

36...Kxh7 37.Qxf7+ Kh8 38.Bxe5#

36...Kf8 (or **36...Kg8** or **36...Kf6**)
37.Qxf7#

From the game Tyler B. Hughes (1891) –
James “J.C.” MacNeil (1747), 2004
Foundation Cup Team, Round 3, January
10, 2004

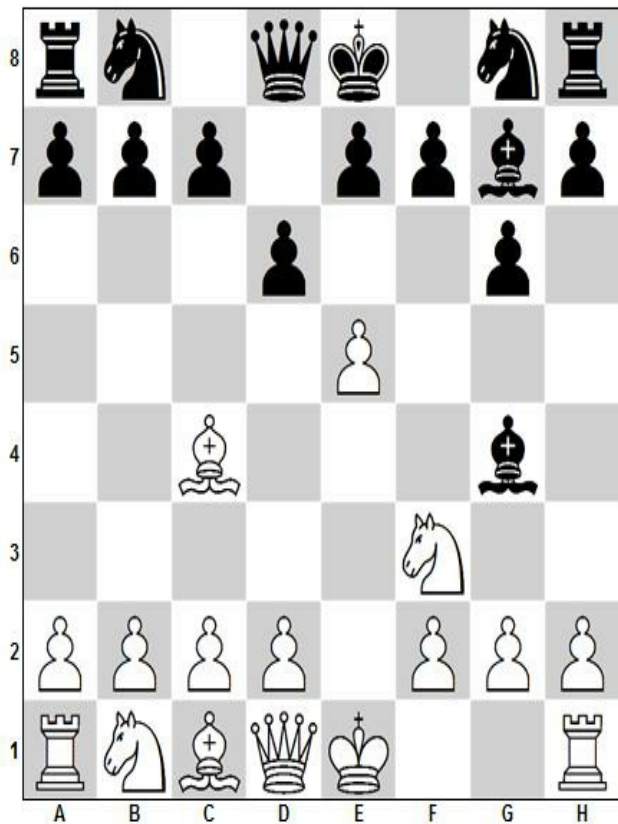
(292) White to move



14.Qf6+ This stops the checkmate by forcing a queen trade

From the game Famelicodattera (2305) – Brianwall (2378), ICC 3 0 Internet Chess Club, August 8, 2003

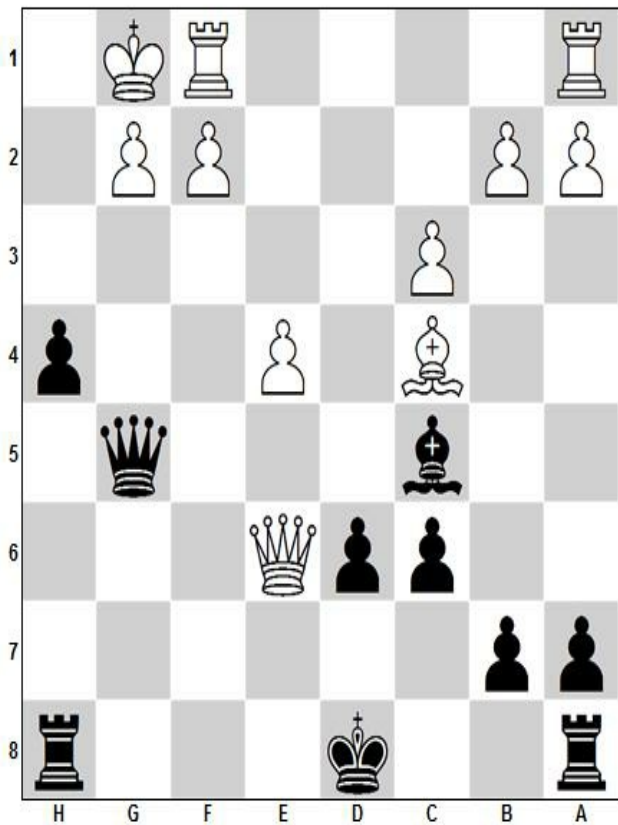
(293) White to move



5. Bxf7+ A common opening trick that wins a pawn. If **5... Kxf7** **6. Ng5+** and **7. Qxg4** winning back the sacrificed piece.

From the game PureRWandB – Gsaenz,
ChessCube Game, September 7, 2010

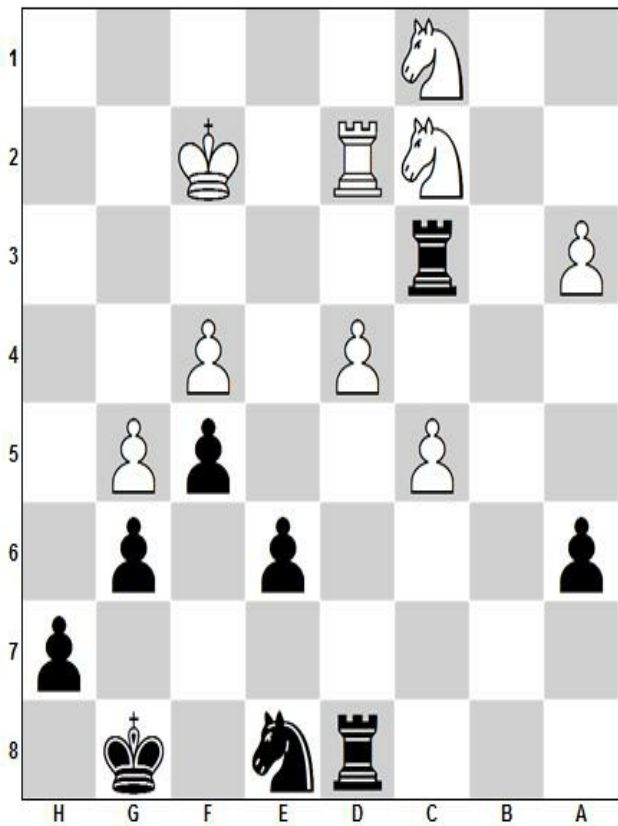
(294) Black to move



20...h3 threatening **21...Qxg2#**. White has no good defense. If **21. g3 Qxg3+** (the f pawn is pinned by the Bishop on c5) **22. Kh1 Qg2#**

Variation from the game Frogo47 (2515) – Brianwall (2419), ICC 3 0 Internet Chess Club, August 16, 2003

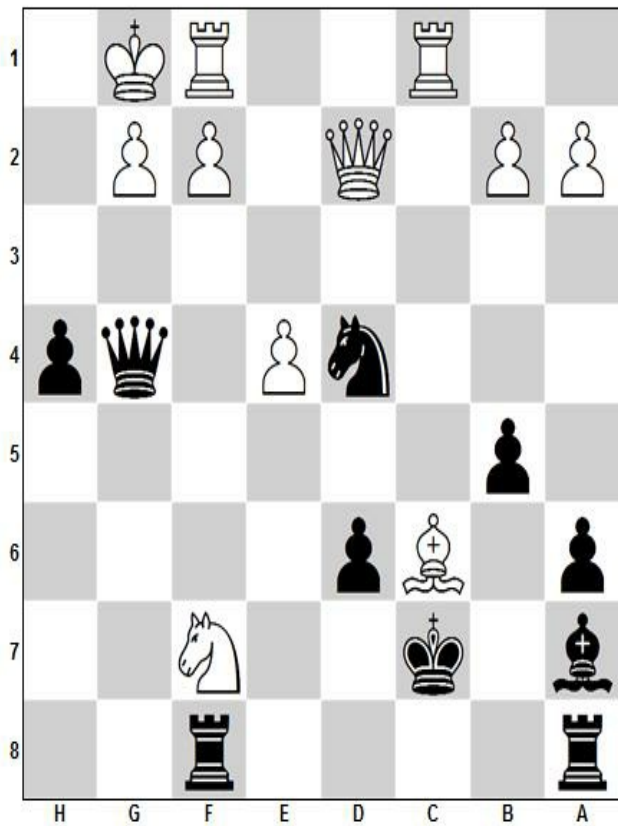
(295) Black to move



39...Rxc5 Wins a pawn – the d4 pawn is pinned to the White Rook on undefended Rook on d2

From the game Redwoodpete (1563) – Mr Anderson (1688), Ladder, redhotpawn.com, December 1, 2010

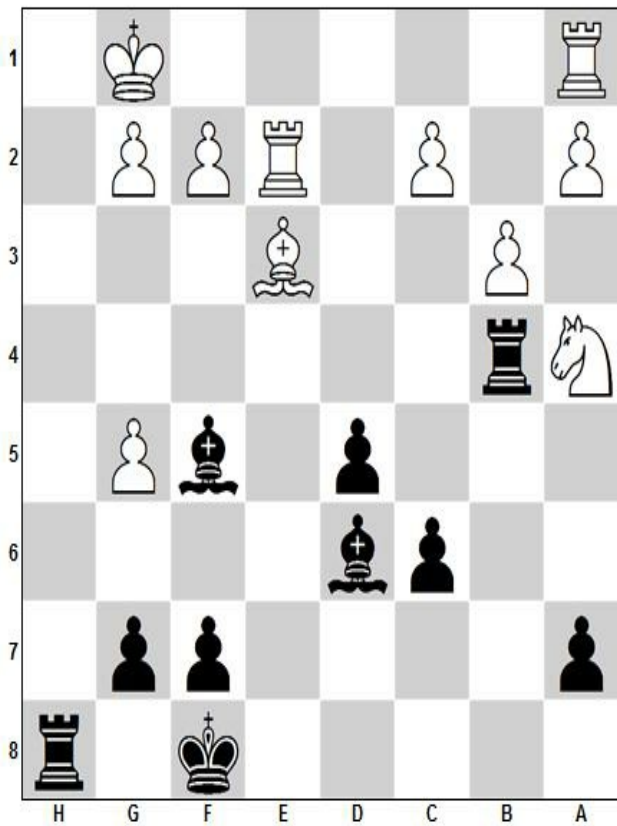
(296) Black to move



26...Nf3+ Forks the King and Queen
taking advantage of the pinned g pawn

From the game Tobyornottoby (2168) –
Brianwall (2315), ICC 3 1 Internet Chess
Club, August 30, 2003

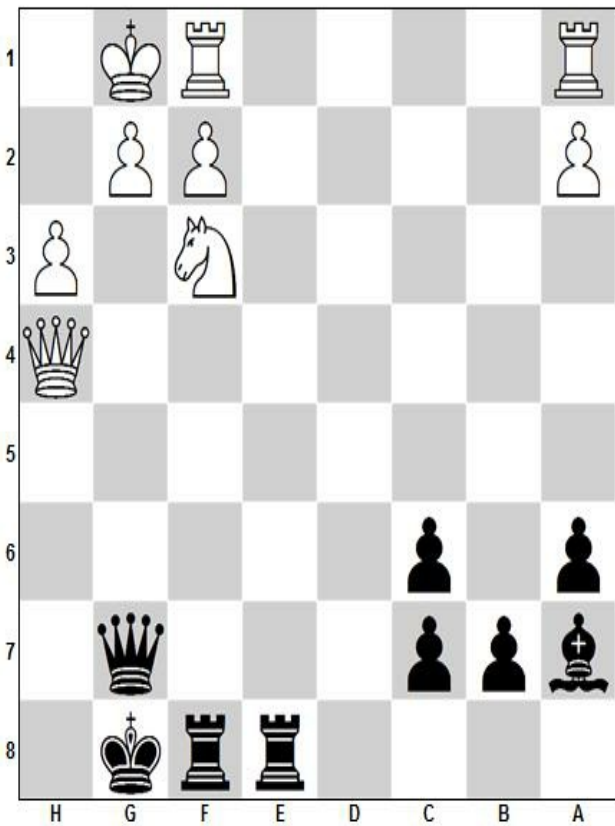
(297) Black to move



20...Rbh4 and white either gets mated, or a skewer of the King and Rook on a1 on the next move. For example **21. f3 (or 21. f4) Rh1+ 22. Kf2 Rxa1**. If **21. g3 Rh1+ 22. Kg2 Be4+ 23. f3 R8h2#**

From the game Horacerumpole (2197) – Brianwall (2241), ICC 3 0 Internet Chess Club, November 17, 2003

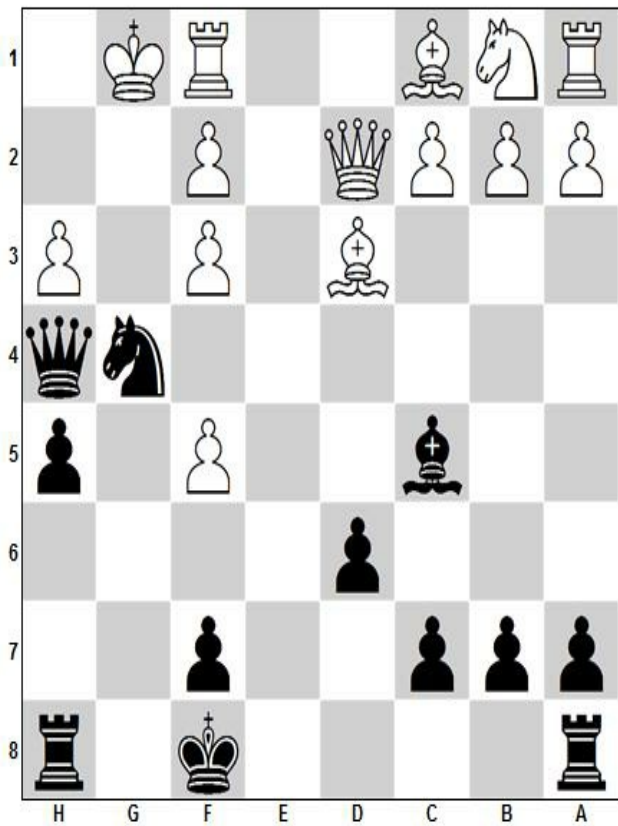
(298) Black to move



23...Rxf3 the g pawn is pinned, and can't recapture.

From the game Thomas Ludovic (2329) – Brianwall 2329, ICC Internet Chess Club, April 30, 2004

(299) Black to move



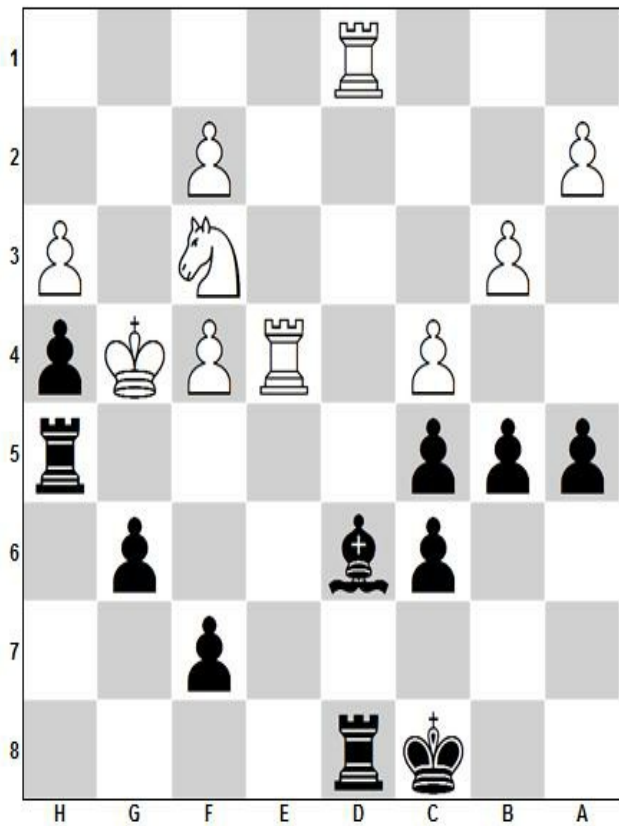
14...Qg3+ and mate next move **15. Kh1 Qh2#**. The f pawn is pinned by the bishop on c5.

From the game Su7338 (2085) –
Brianwall (2090), ICC 5 0 Internet Chess
Club, April 29, 2004



Problems 300-399

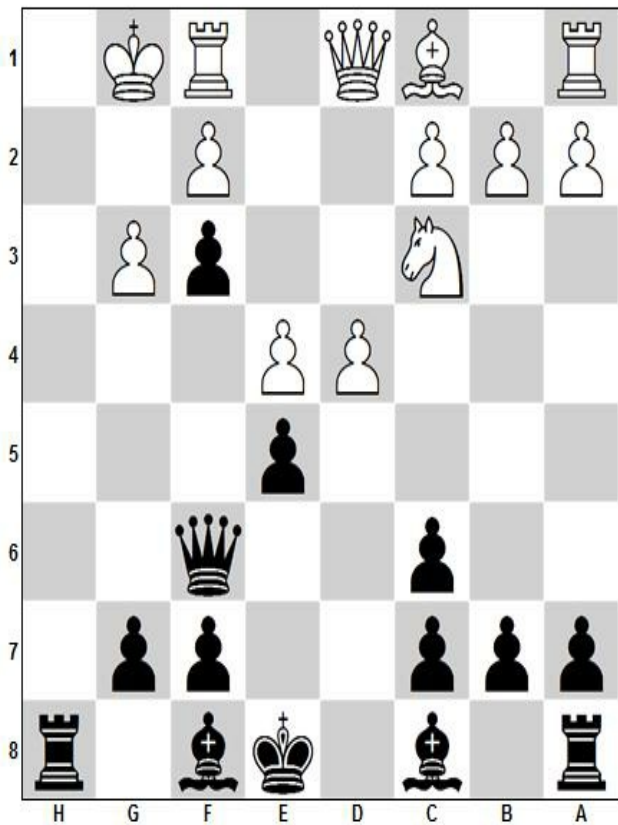
(300) Black to move



28...f5# is a cute checkmate, also forking the King and Rook

From the game Biki (2157) – Brianwall (2382), ICC 3 0 Internet Chess Club, April 25, 2004

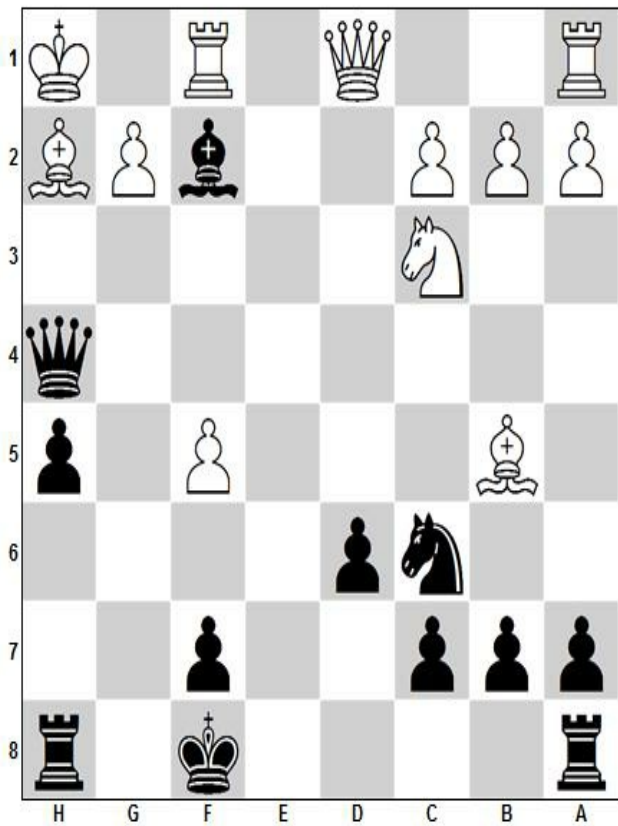
(301) Black to move



10...Bh3 and White cannot stop mate via
Bg2 and Rh1#

Variation from the game Paddywack
(1742) – Checkmates (1838), ICC 5 0
Internet Chess Club, April 22, 2004

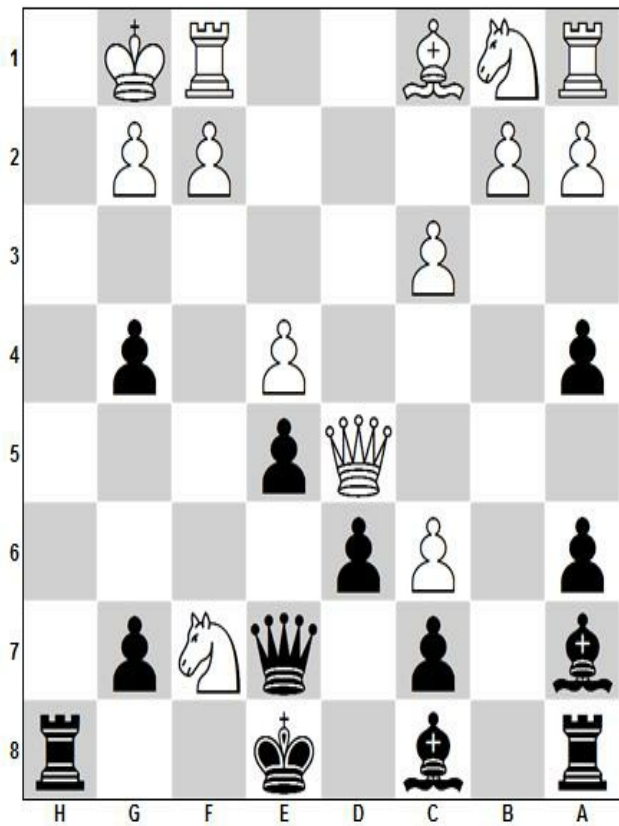
(302) Black to move



14...Bg3 and White cannot stop ***Qxh2#***

From the game Younggun (2026) –
Checkmates (2133), ICC 3 0 Internet
Chess Club, April 21, 2004

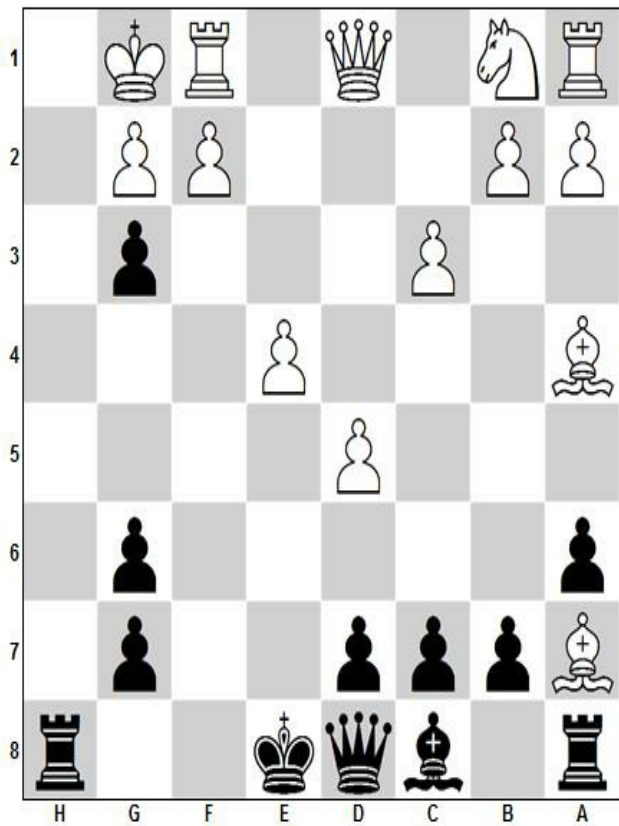
(303) Black to move



14...Be6 forks the White Queen and White Knight, who will be won after the Queen retreats.

From the game Sarojan (2243) –
Brianwall (2343), ICC 50 Internet Chess
Club, April 9, 2004

(304) Black to move



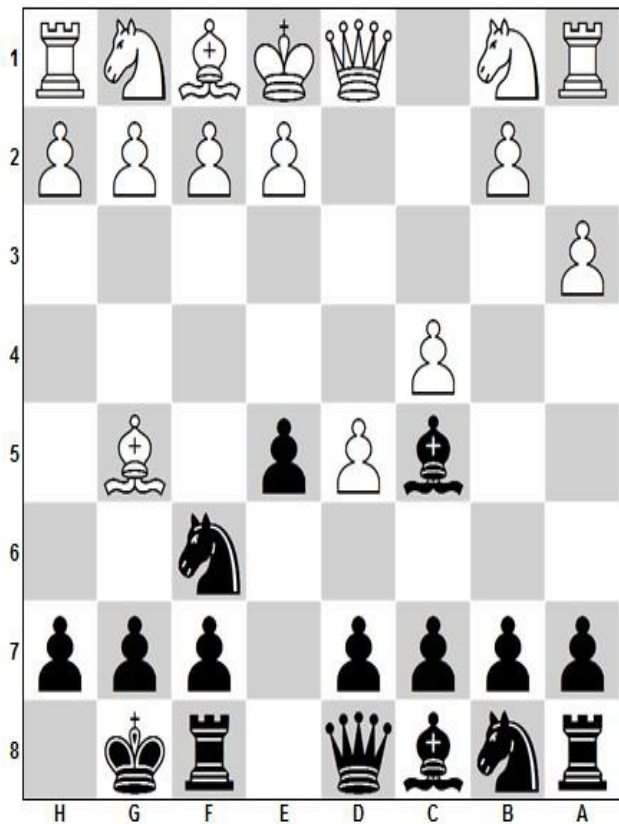
14...Rh1+ sacrifices the rook for mate in two via Qh4+ and Qh2. This move doesn't allow White a chance to capture the pawn on g3. Who says that tripled pawns are bad :-)

This game features teacher and student. Life Master Brian Wall was the one who first taught Tyler Hughes (Checkmates) how to play the Fishing Pole when he was just a small boy. Here Tyler makes Brian “bleed his own blood” using the Fishing Pole to create a nice mating attack.

From the game Brianwall (2372) –

Checkmates (2242), ICC 3 0 Internet
Chess Club, April 8, 2004

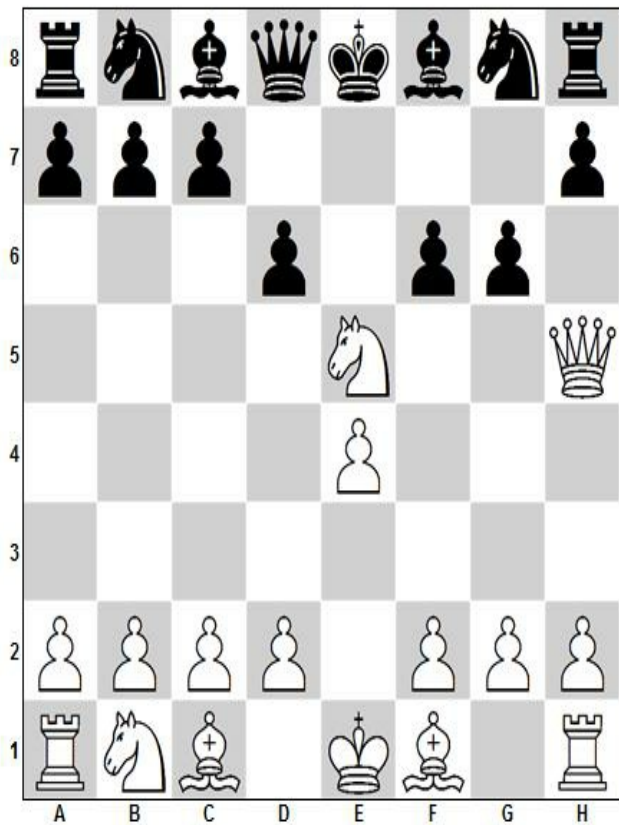
(305) Black to move



5...Bxf2+ is a common discovered attack trick in the Budapest Gambit, **6. Kxf2 Ng4+ 7. Ke1 Qxg5**

From the game Saint1 (1386) – TimmyBx (1708), Open invite, redhotpawn.com, June 4, 2009

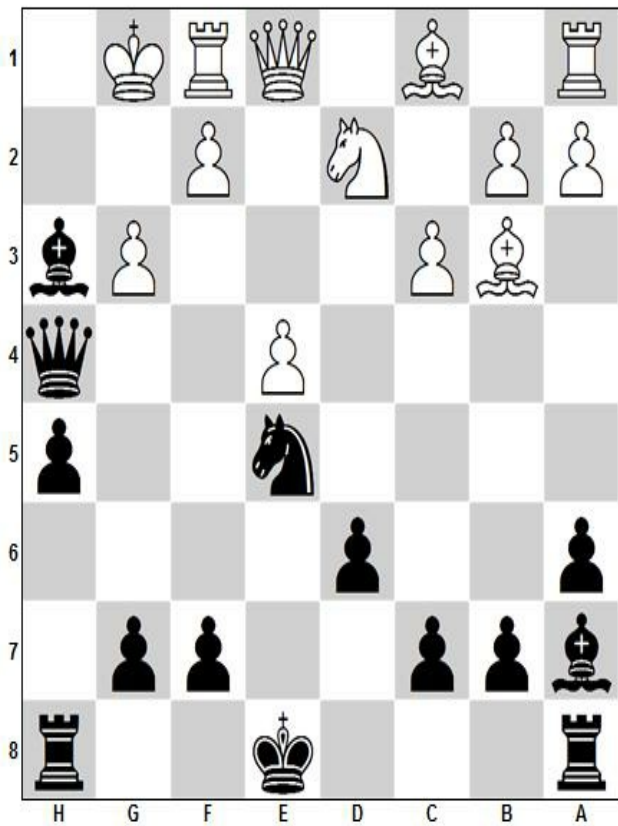
(306) White to move



5.Nxg6 gets both pieces that are attacked out of trouble, and takes advantage of the h7 being pinned to the Black Rook on h8.
If **5...hxf6** **6. Qxh8**

From the game Lotharstar (1635) –
Mhidinge (954), Open invite,
chessatwork.com, May 28, 2010

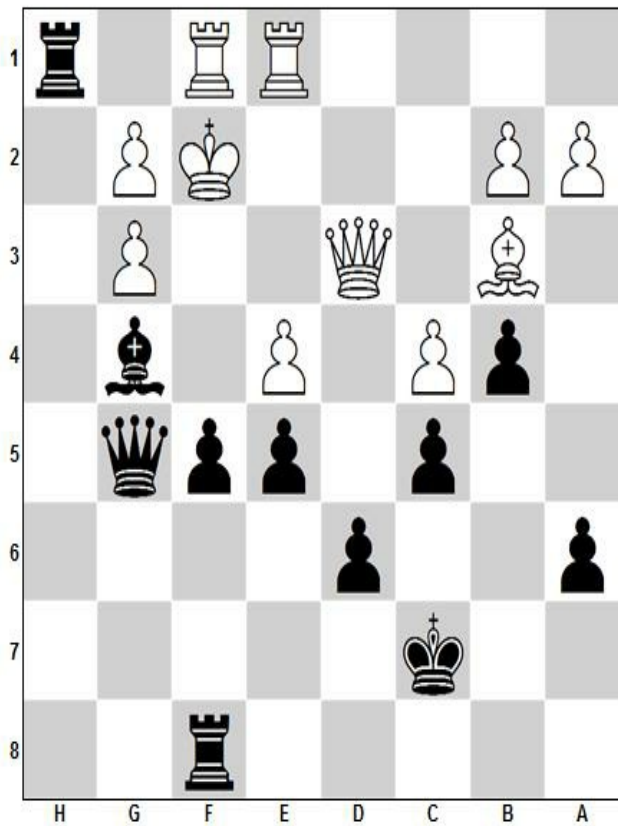
(307) Black to move



15...Qxg3+ and mate the next move, taking advantage of the pinned f pawn, **16. Kh1 Qg2#**

From the game Oguzbey (2202) –
Brianwall (2362), ICC 3 0 Internet Chess
Club, January 15, 2004

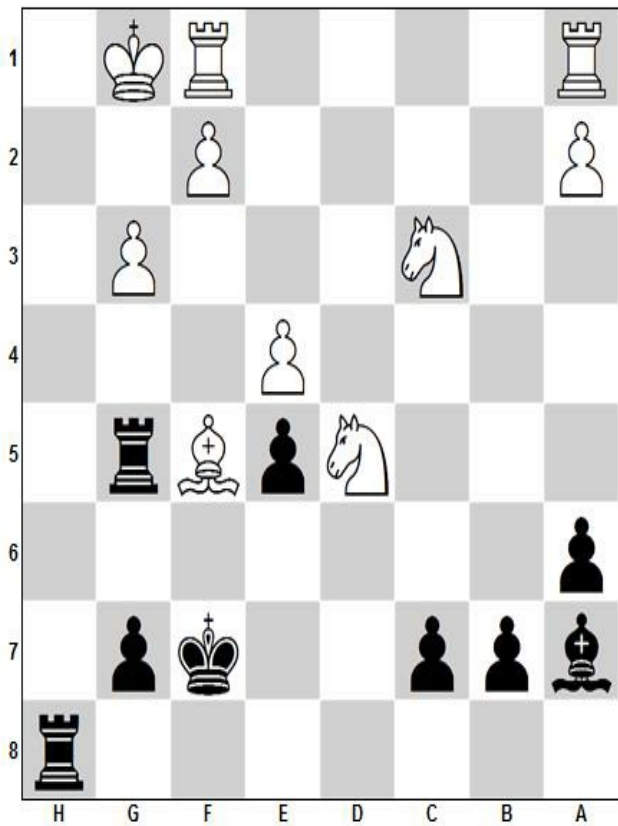
(308) Black to move



29...*fxe4*+ wins the queen with a
discovered check

From the game Einsteller (2381) –
Brianwall (2456), ICC 5 0 Internet Chess
Club, January 12, 2004

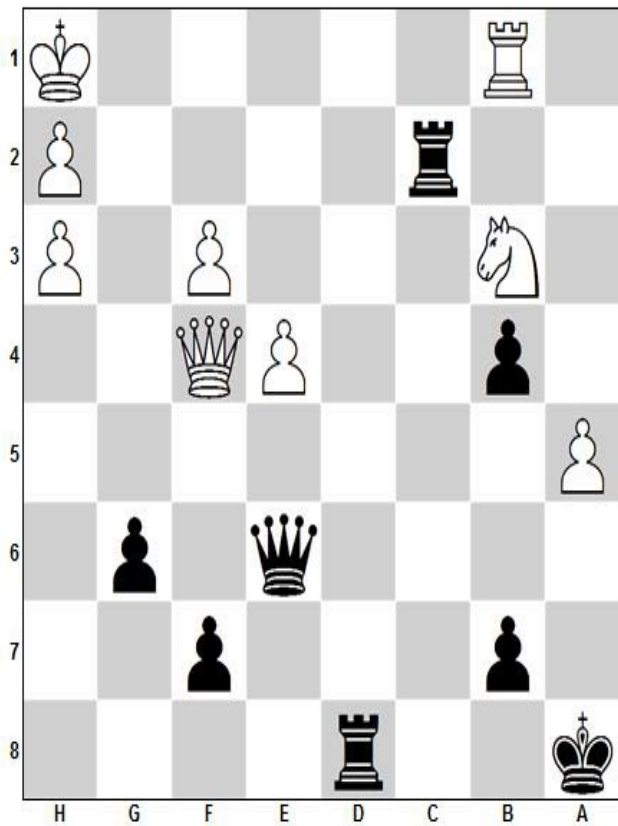
(309) Black to move



24...Rxf3# The pawn on f2 is pinned by the “peek-a-boo” bishop on a7.

From the game Davrahm (2358) –
Brianwall (2431), ICC 3 0 Internet Chess
Club, January 7, 2004

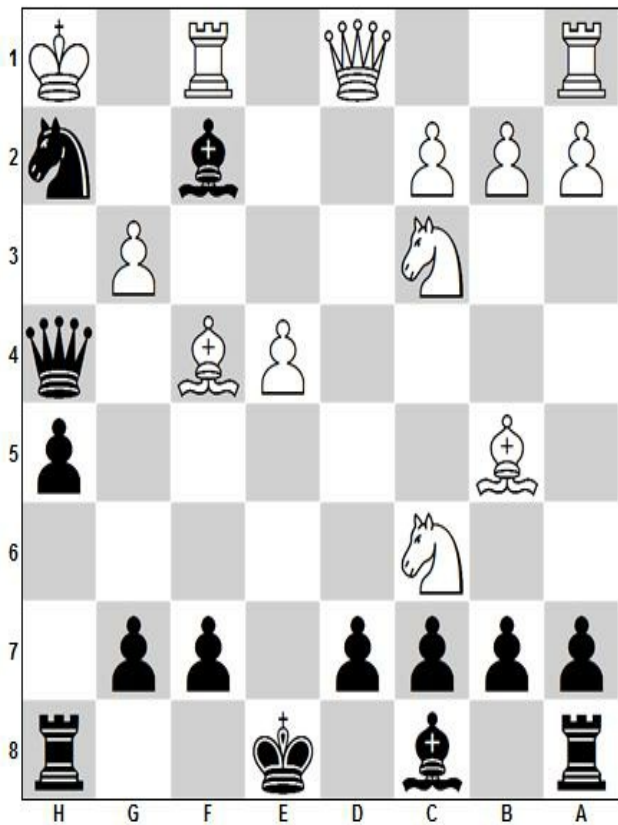
(310) Black to move



36...Qxb3 wins the knight. If the rook recaptures, White gets checkmated via **37...Rd1#**

From the game Moll (2364) – Brianwall (2351), ICC 3 0 Internet Chess Club, December 24, 2003

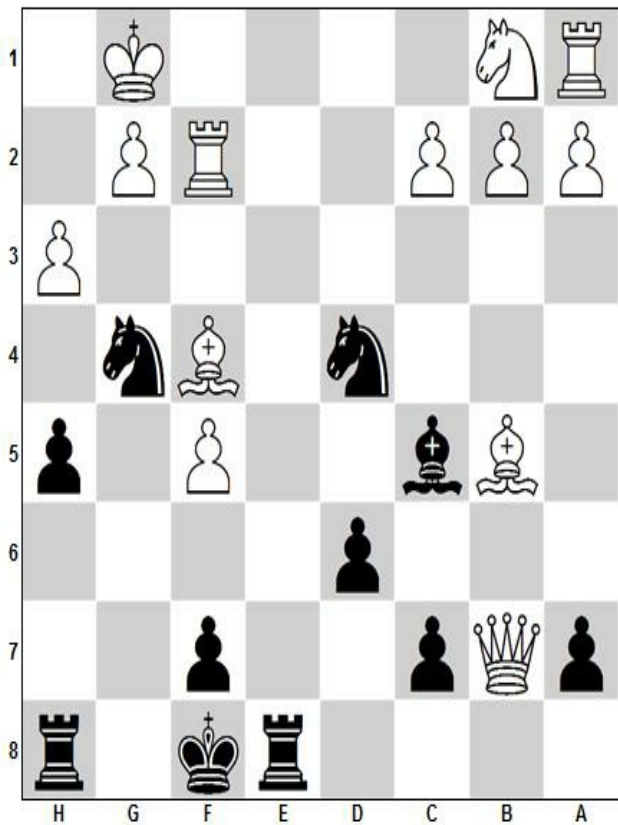
(311) Black to move



11...Qh3 keeps the pressure on without losing the queen. White cannot stop mate. For example ***12. Rxf2 Nf3+ Rh2 Qxh2#***

From the game Tiggytamal (2115) – Brianwall (2197), ICC 3 0 Internet Chess Club, December 19, 2003

(312) Black to move



15...Re1+ leads to mate after

16.Bf1 Ne2+ The White Rook on f2 is pinned from the Black Bishop on c5

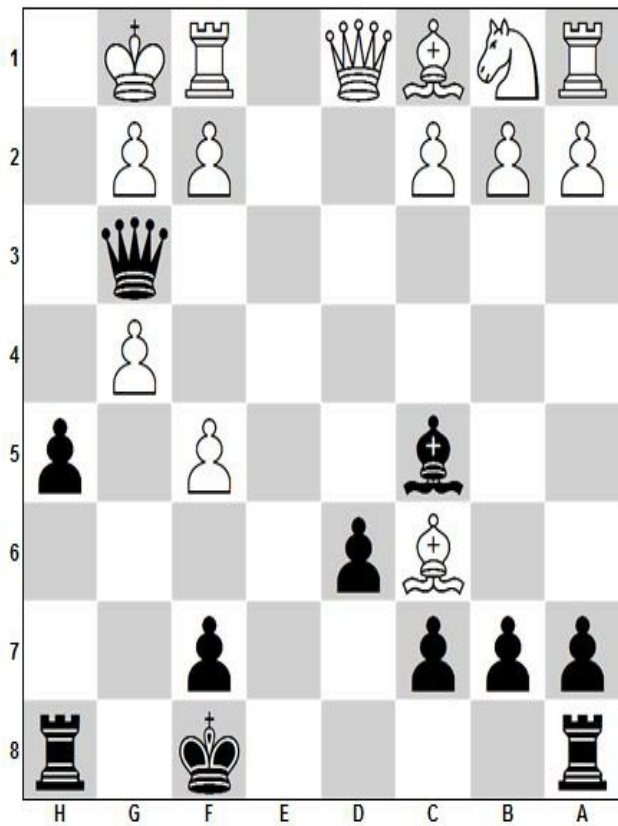
17.Kh1 Nxf2+ 18.Kh2 Ng4+ 19.hxg4 hxg4+ 20.Bh6+ Rxh6#

or

16.Rf1 Ne2+ 17.Kh1 Rxf1#

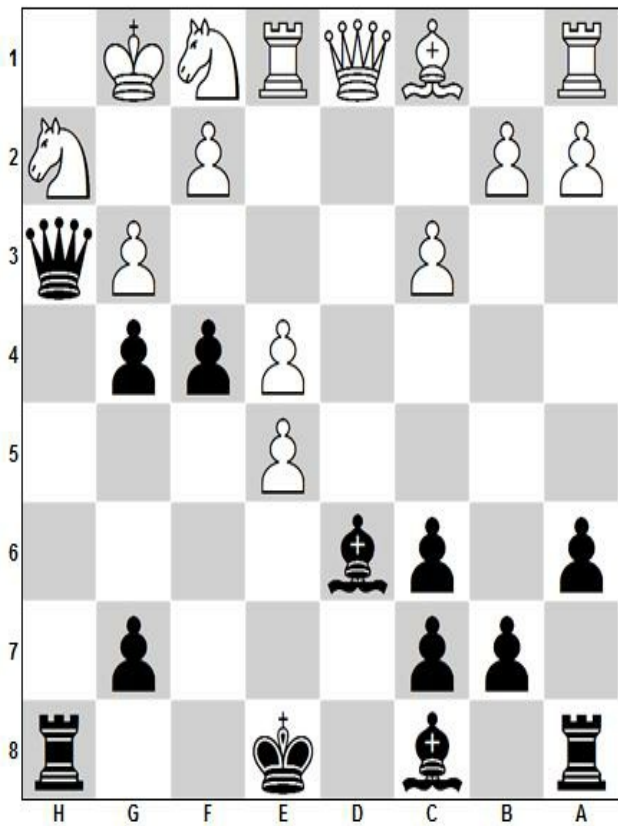
From the game Hsk (2353) – Brianwall (2364), ICC 5 0 Internet Chess Club 2003, June 2, 2003

(313) Black to move



13...hxg4 clearing the h file with the threat Qh2#. Mate cannot be stopped.

(314) Black to move



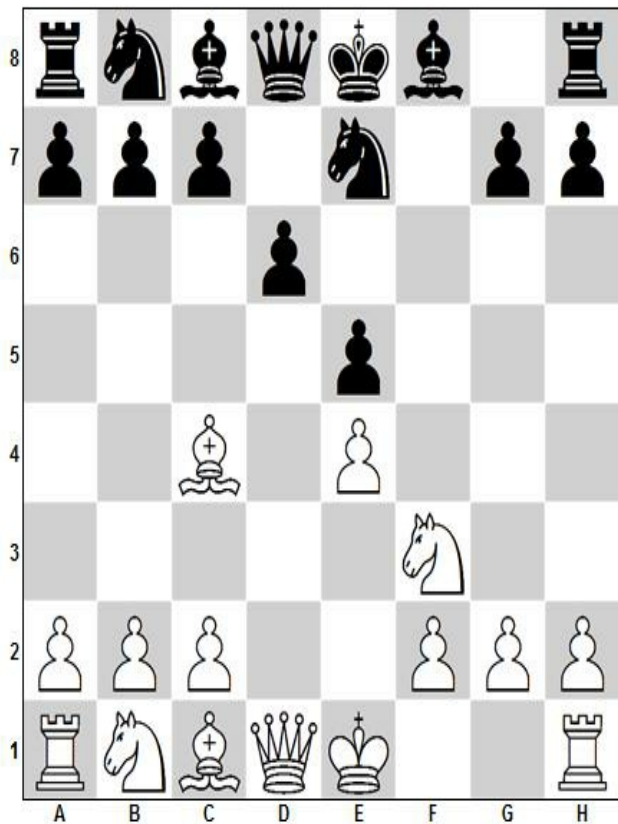
15...f3 with the threat ***16...Qg2#*** and mate cannot be stopped

16.Qxf3 gxf3 17.Ne3 Qxh2+ 18.Kf1 Qh1#

16.Ne3 Qxh2+ 17.Kf1 Qh1#

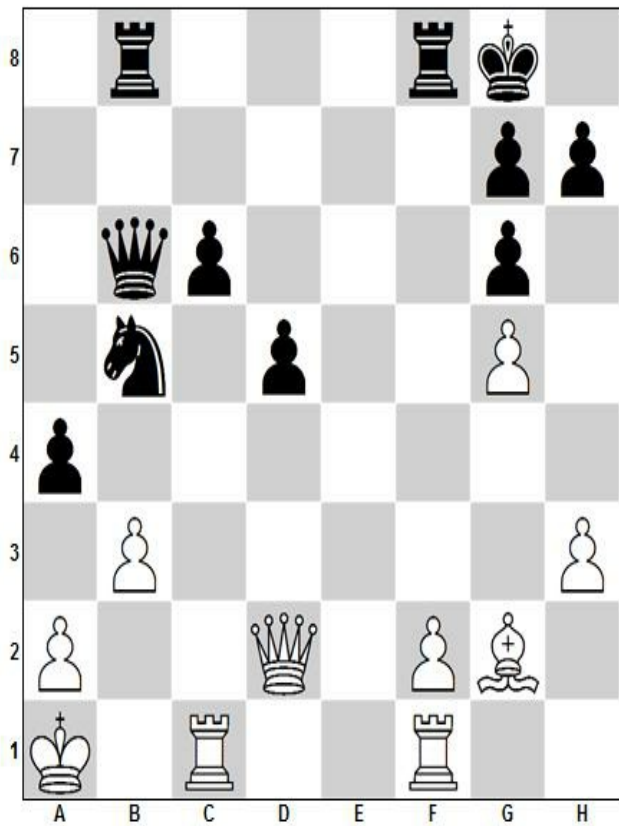
From the game Fearless (2430) –
Brianwall (2371), ICC 3 0 Internet Chess
Club, July 8, 2003

(315) White to move



6.Nxe5 wins a pawn and threatens **7. Bf7#**
if **6...dxe5** **7. Bf7+** overloads the Black
King **7...Kxf7** **8. Qxd8** winning the
Queen.

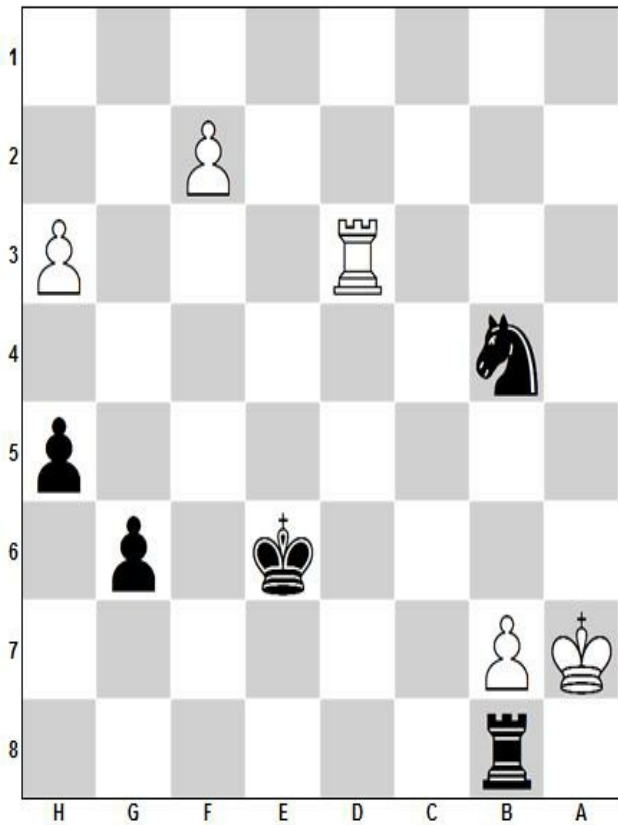
(316) White to move



29.Rxc6 wins a pawn. If **29...Qxc6**
Bxd5+ forking the Queen and King

From the game Francisco Baltier Jr
(1618) – Richard Trapp (1700), 2008
National Open, Round 5, June 8, 2008

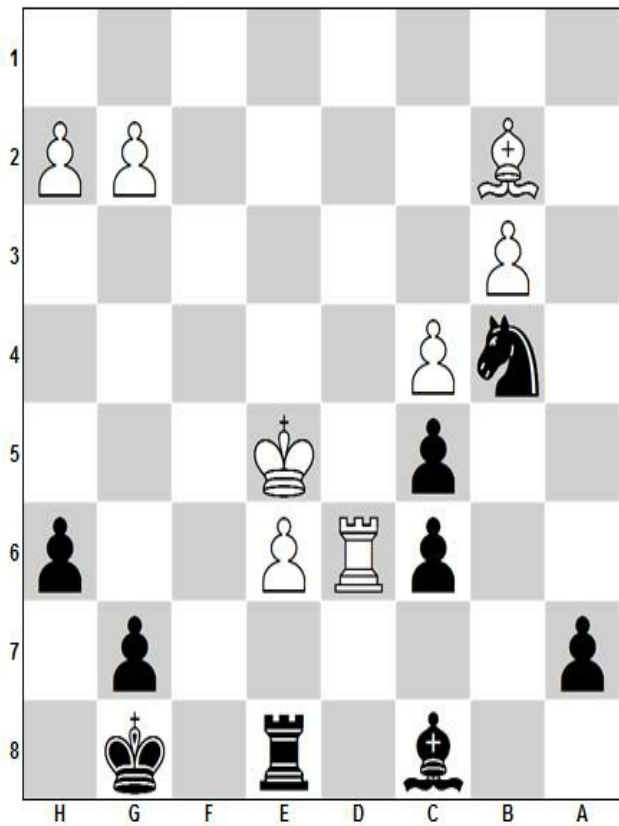
(317) Black to move



50...Rxb7+ Both rooks are under attack. Black wins a dangerous passed pawn, and will get his rook back on the next move with **51. Nxd3** transposing into an easily won endgame.

From the game Francisco Baltier Jr
(1618) – Richard Trapp (1700), 2008
National Open, Round 5, June 8, 2008

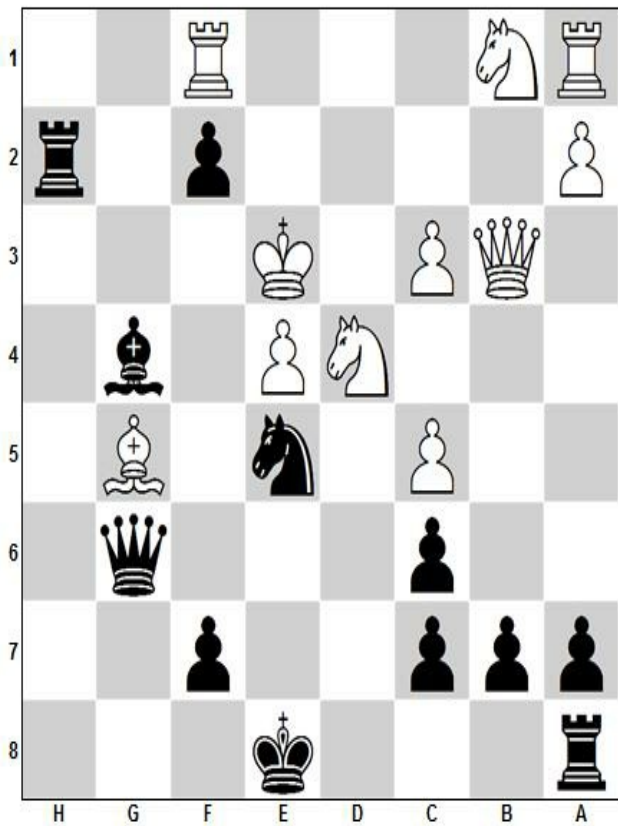
(318) Black to move



34...Bxe6 wins a pawn that appears to be protected. If **35. Rxe6 Nd3+ 36. Ke4 Rxe6+ 37. Kxd3** Black ends up the exchange.

Variation from the game Blacktop (1409)
– Pawncentric (1479), ICC 5 3 Internet
Chess Club, April 2, 2011

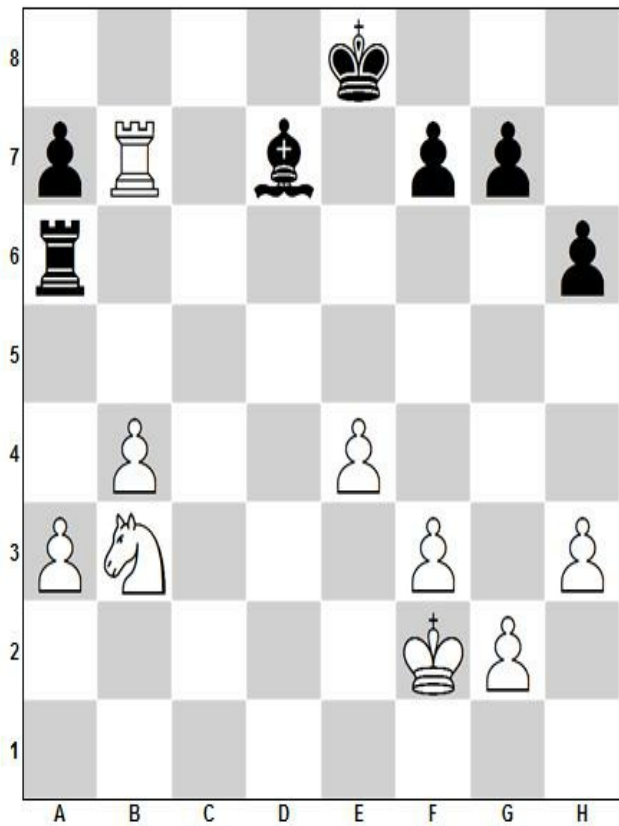
(319) Black to move



18...Qxg5# an interesting checkmate with almost all of Black's army helping out

From the game Occupymybrain (2313) – Brianwall (2341), ICC 3 0 Internet Chess Club, February 15, 2003

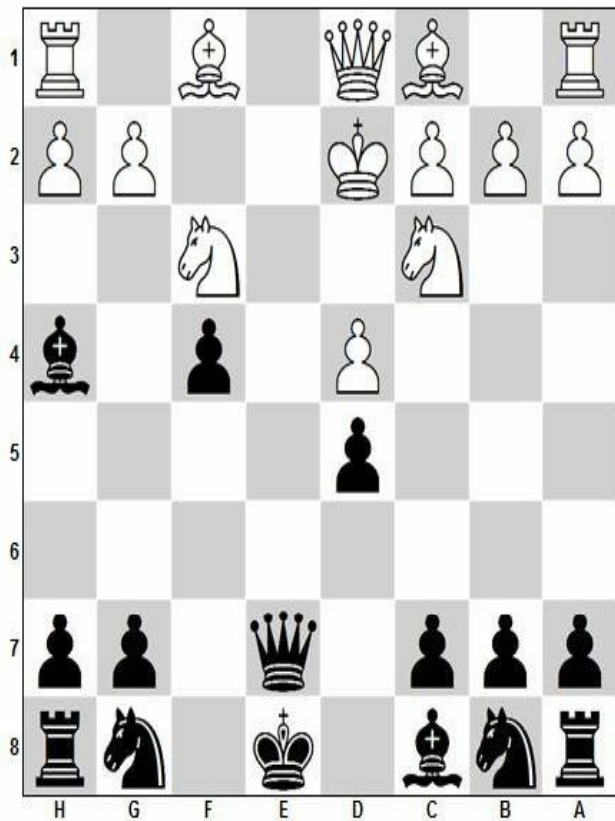
(320) White to move



35.Rxd7 wins a piece **35...Kxd7 36.**
Nc5+ forking the King and Rook

From the game Randy Canney (2241) –
Isaac Martinez (1669), 2011 Colorado
Springs Open, Round 2, March 5, 2011

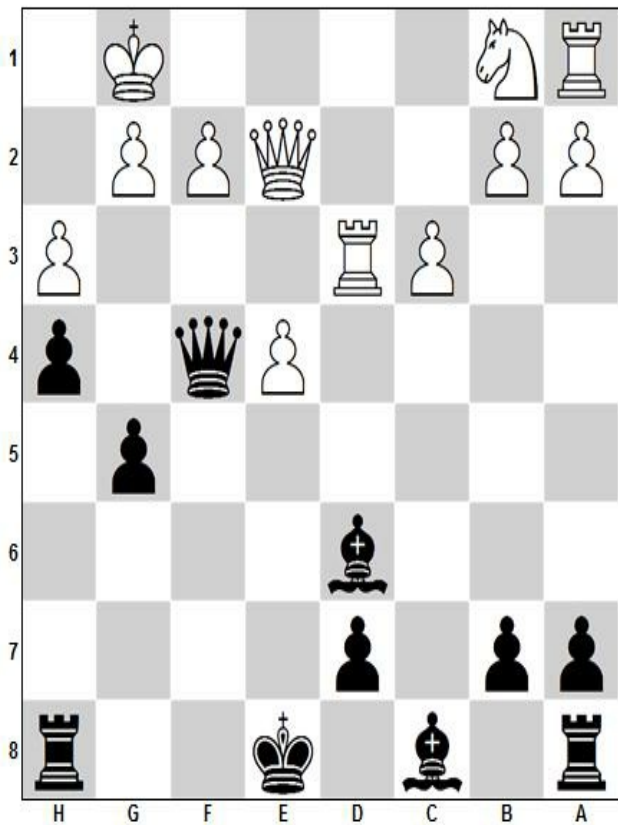
(321) Black to move



9...Qe3# and White is trapped by his own army.

From the game Ursa Major (1818) –
evilone (1864), Rated game, 5m + 0s,
February 18, 2004

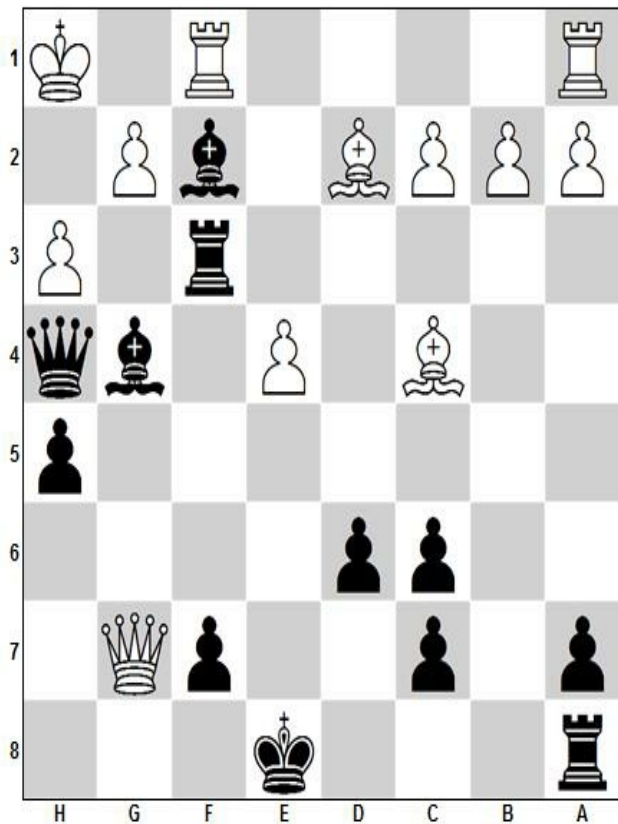
(322) Black to move



17...Qh2+ 18. Kf1 Qh1#

Variation from the game Earth (2371) –
Brianwall (2354), ICC 3 0 Internet Chess
Club, April 1, 2003

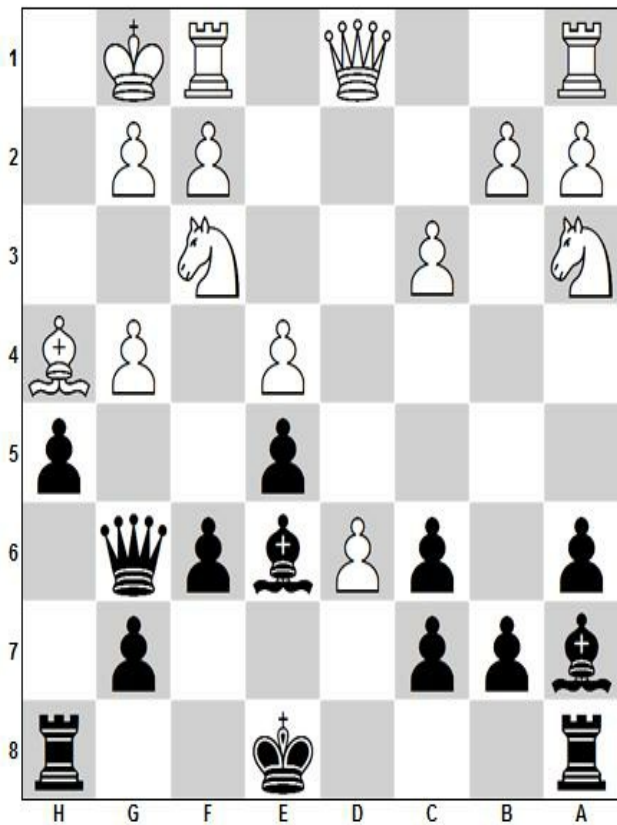
(323) Black to move



18...Rxf3+ Black pieces are surrounding
the White King like a pack of rabid
wolves ***19. gxf3, Qxf3#***

From the game Propsero Buenavista
(2224) – Brianwall (2384), ICC 3 0
Internet Chess Club, May 31, 2003

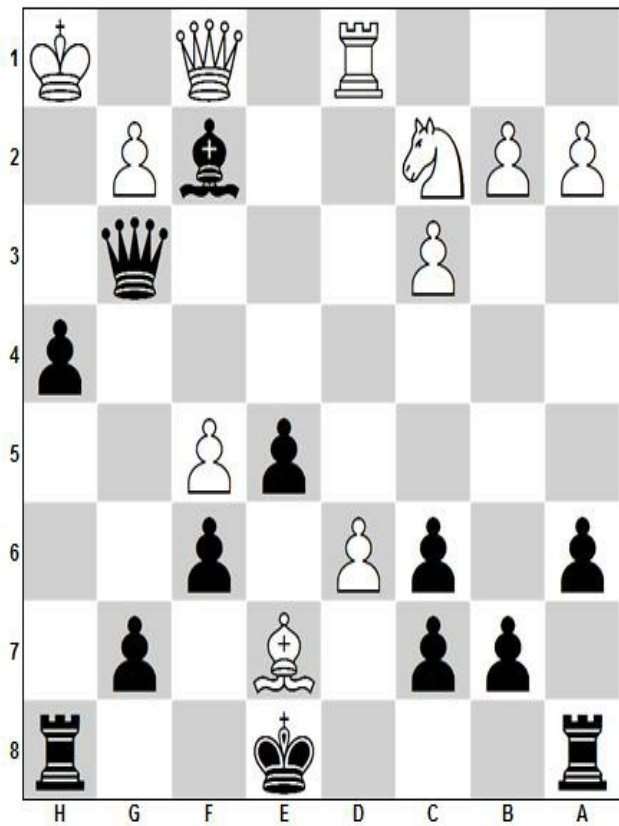
(324) Black to move



16...hxf4 removing the defender of the White Bishop on h4, and opening the h file for an attack on the White King

Variation from the game Frenzt (2007) – Gbsalvio (2062), ICC Internet Chess Club, August 1, 2007

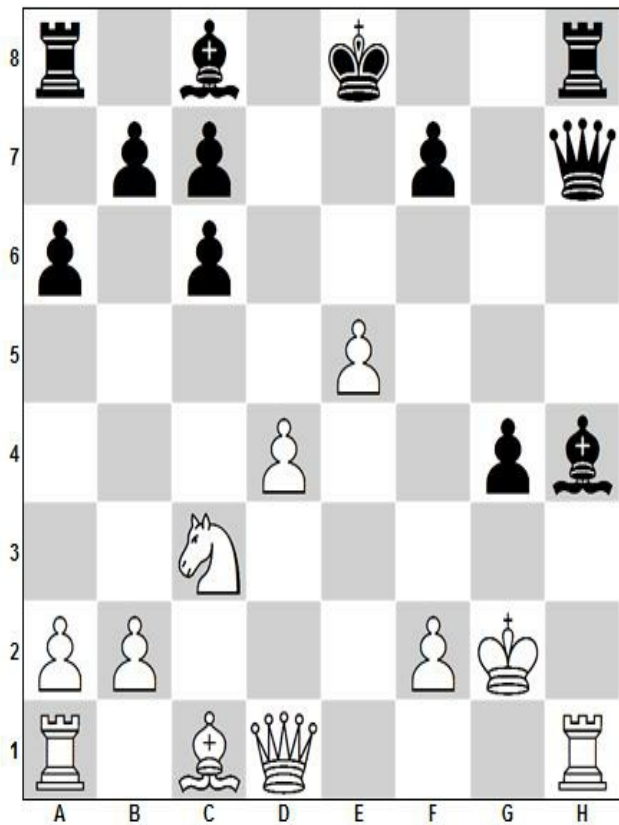
(325) Black to move



23...h3 threatening **24...hxg2#**. White has some spite checks, but cannot stop mate
24. gxh3 Rxh3 25. Qxh3 Qxh3#

From the game Frentz (2007) – Gbsalvio (2062), ICC Internet Chess Club, August 1, 2007

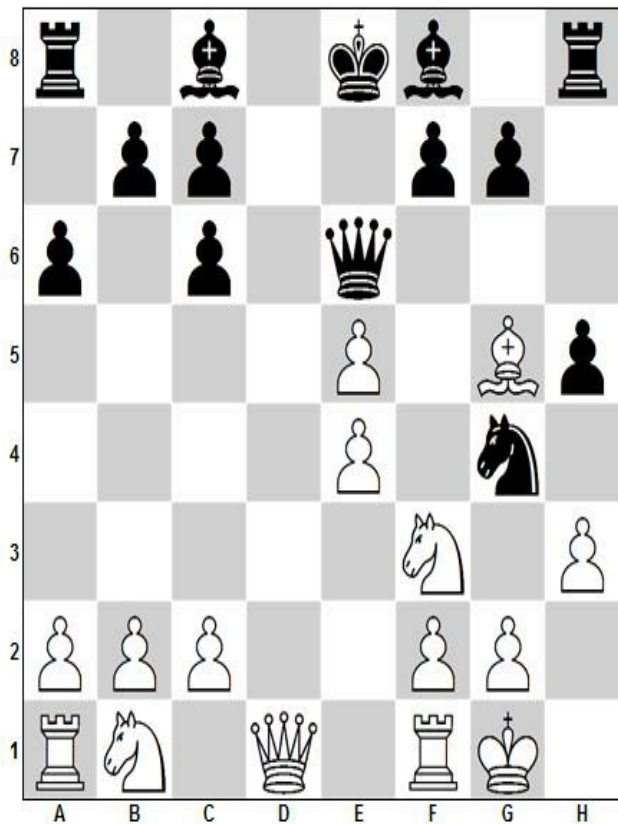
(326) White to move



18.Bg5 adds a second attacker to the pinned Black Bishop on h4. If the Bishop moves, **18...Bxg5 19. Rxh7** winning the Queen for a Rook and Bishop.

Variation from the game Alfred Mont (1808) – Gbsalvio (1868), rated blitz match, July 23, 2007

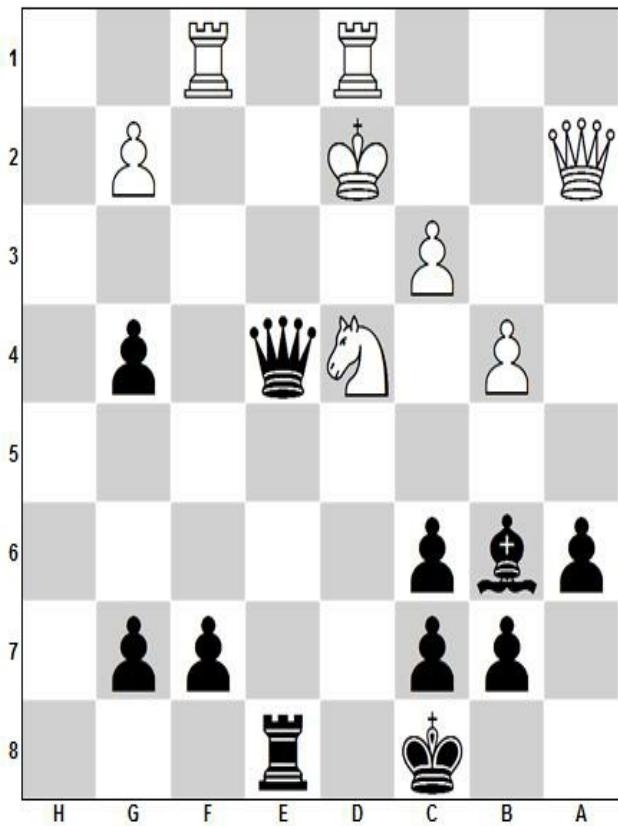
(327) White to move



10.Qd8# a good mating pattern to know for quick kills in the opening.

Missed in the game Stonking (1833) – Gbsalvio (1840), rated blitz match, July 28, 2007

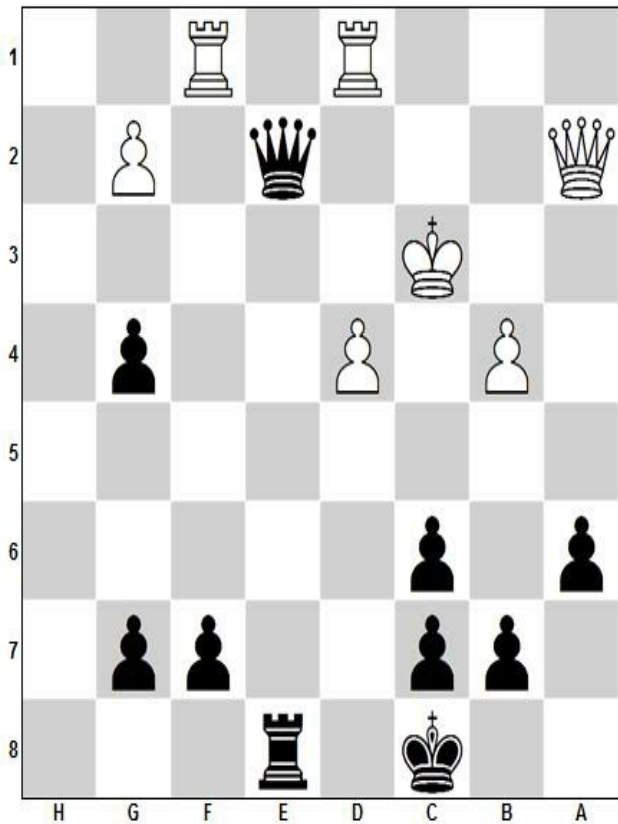
(328) Black to move



26...Qxg2+ skewers the White King and Queen

Missed in the game Stonking (1833) –
Gbsalvio (1840), rated blitz match, July
28, 2007

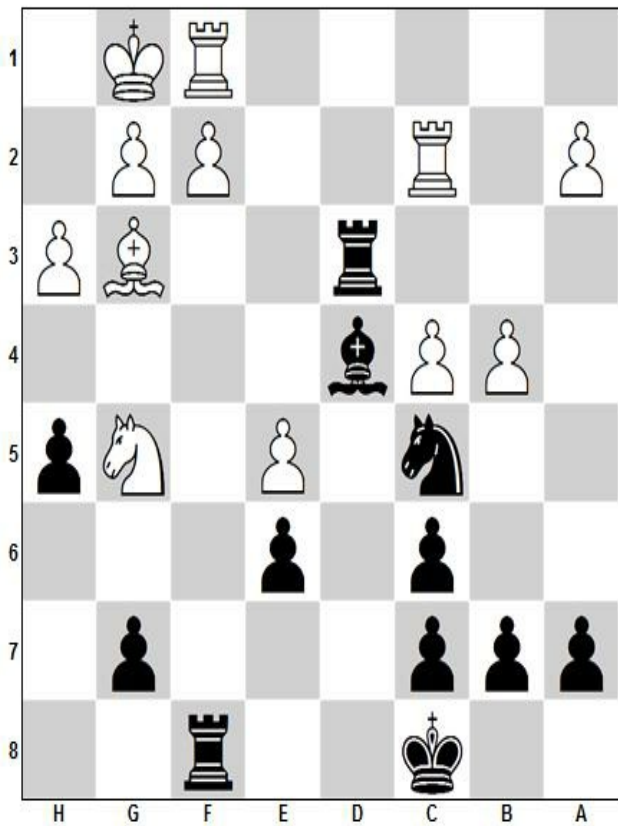
(329) Black to move



Just taking the Queen is fine, but **28...Re3+** leads to mate. For example **29. Rd3 Rxd3+ 30. Kc4 b5+ 31. Kc5 Rc3+ 32. Qc4 Rxc4#**

From the game Stonking (1833) – Gbsalvio (1840), rated blitz match, July 28, 2007

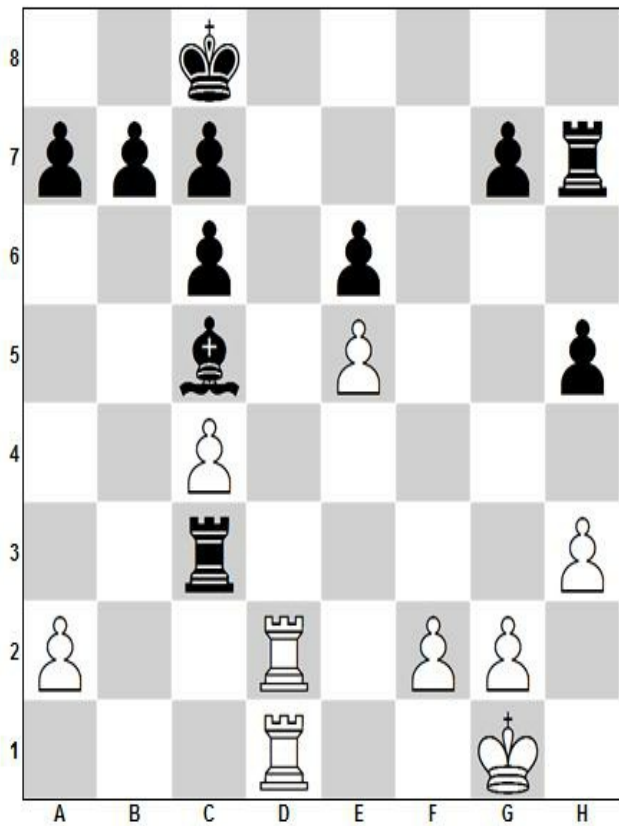
(330) Black to move



22...Rxf3 wins the Bishop because the f pawn is pinned.

From the game Ito (1920) – Gbsalvio (1882), rated blitz match, July 30, 2007

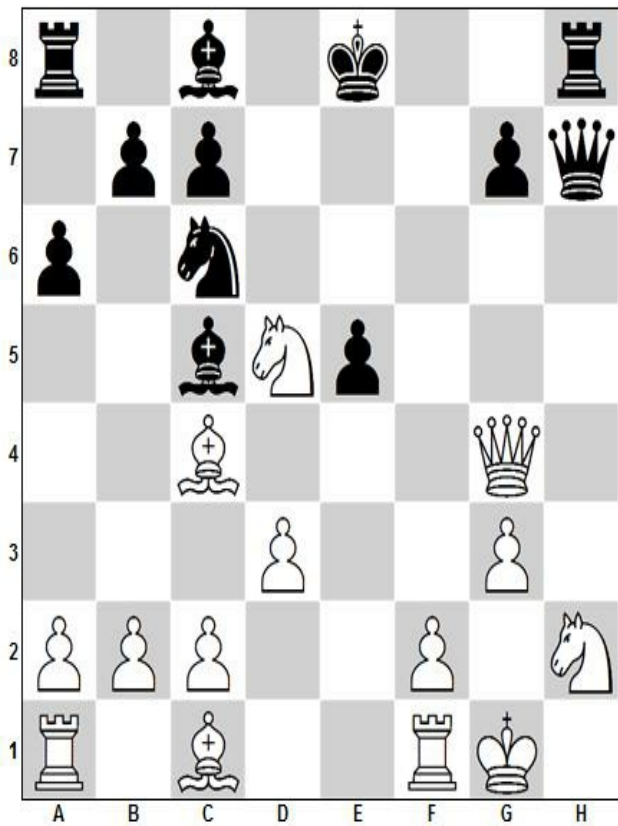
(331) White to move



27.Rd8# From the same game as above.
Black found a nice tactic that won a piece,
then missed a back rank mate 2 moves
later.

From the game Ito (1920) – Gbsalvio
(1882), rated blitz match, July 30, 2007

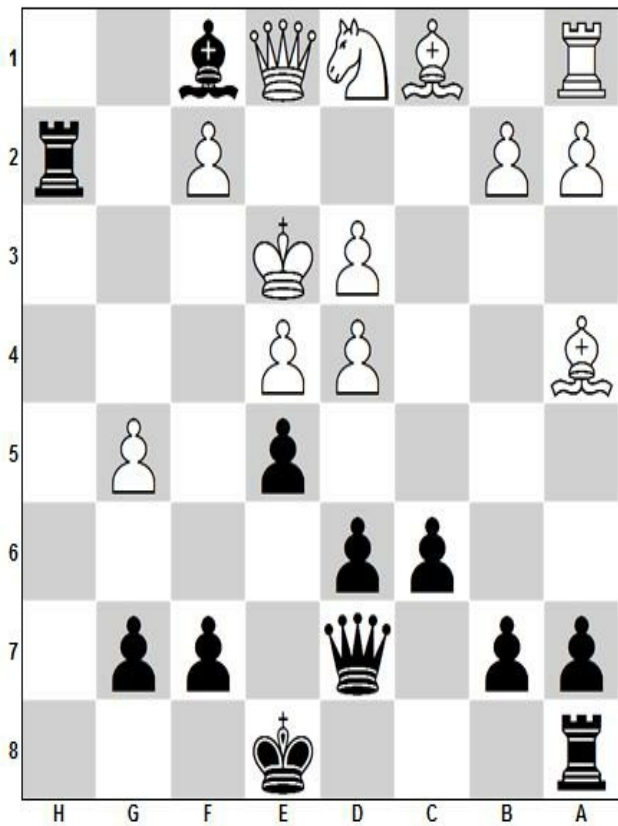
(332) White to move



15.Qh4 blocks the checkmate and saves the queen

From the game Chesscvo (2048) –
Gbsalvio (1884), rated blitz match,
August 3, 2007

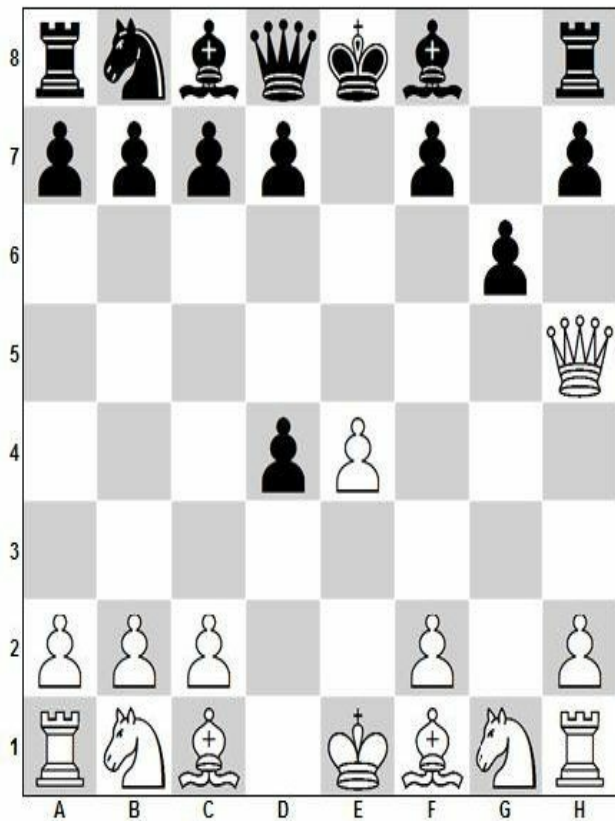
(333) Black to move



19...Qh3+ 20. Kd2 Qd3#

From the game Chesscvo (2074) –
Gbsalvio (1867), rated blitz match,
August 3, 2007

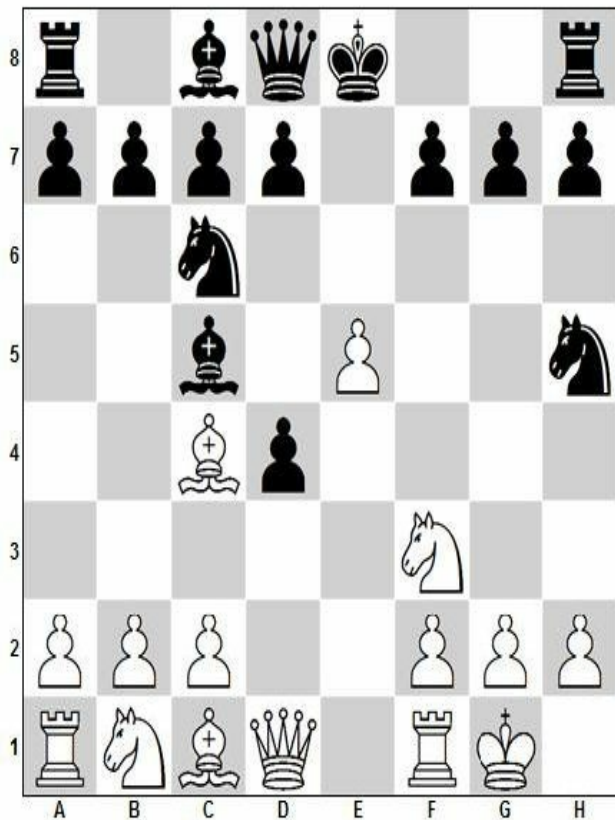
(334) White to move



6. *Qe5*+ forks the Black King and Rook

From the game evilone (1855) – Theun (2004), Rated game, 5m + 12s, February 18, 2004

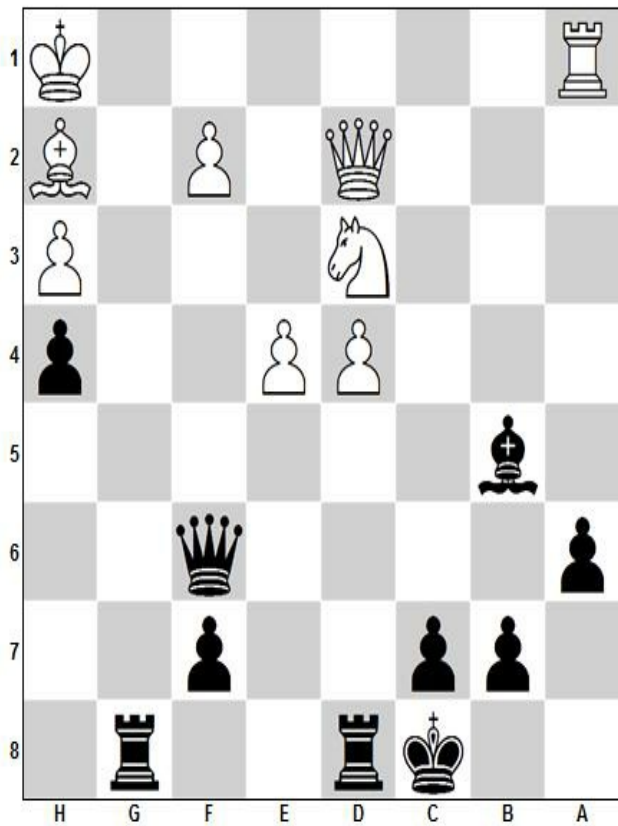
(335) White to move



7.Ng5 adds a second attacker to the f7 pawn, and discovers an attack on the loose knight on h5.

From the game Chris Prather (1905) – Stanley Vehyl (709), Saint Louis Open, Round 1, April 10, 2010

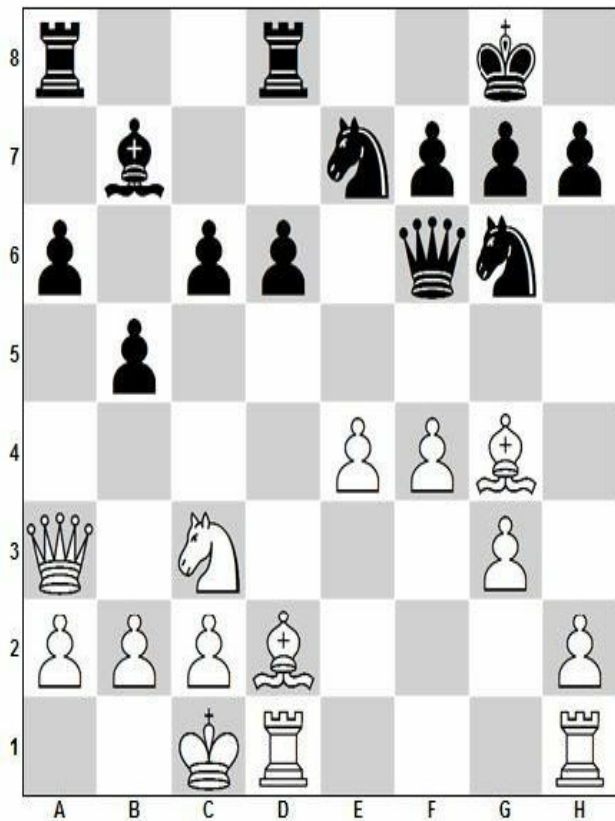
(336) Black to move



26...*Qf3*#

From the game Turkishrain (1829) –
Gbsalvio (2008), ICC Internet Chess
Club, December 6, 2007

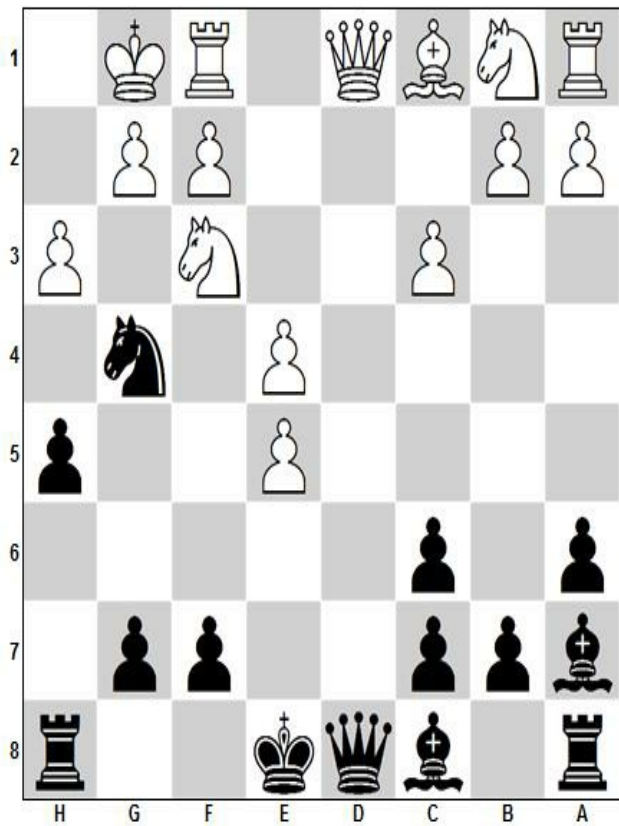
(337) White to move



16.e5 dxe5 17. Ne4 traps the awkwardly placed Black Queen. Black would have to play 16...Nxe5 to prevent the Queen getting trapped, but this gives up a piece for a pawn.

From the game Jeffrey Kovalic (1906) – Dennis Humphries (1727), St. Louis Open

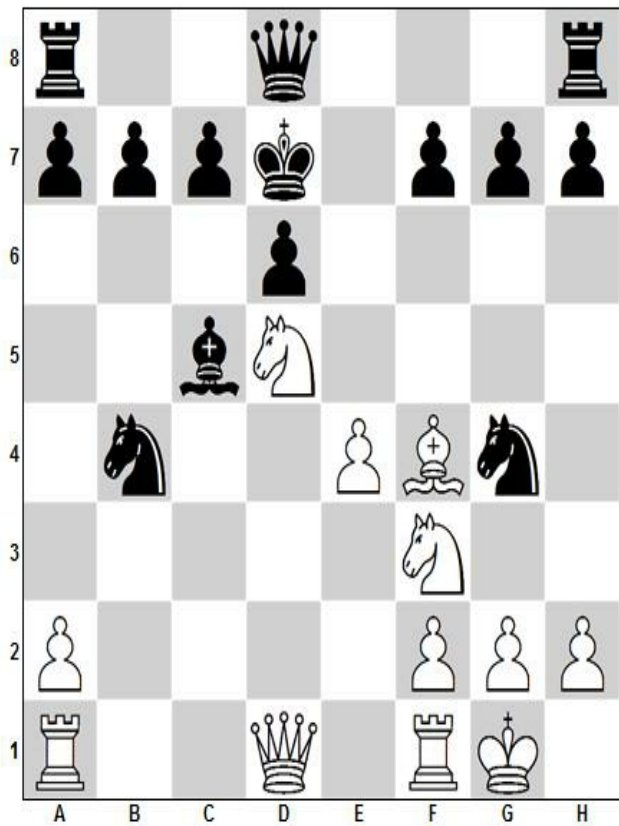
(338) Black to move



10...Qxd1 removes the defender of the f2 pawn. **11. Rxd1 Nxf2** wins a pawn, gets the knight out of danger, attacks the rook on d1, and sets up a discovered check for the next move.

From the game Biki (2253) – Brianwall (2393), ICC 3 0 Internet Chess Club, December 8, 2007

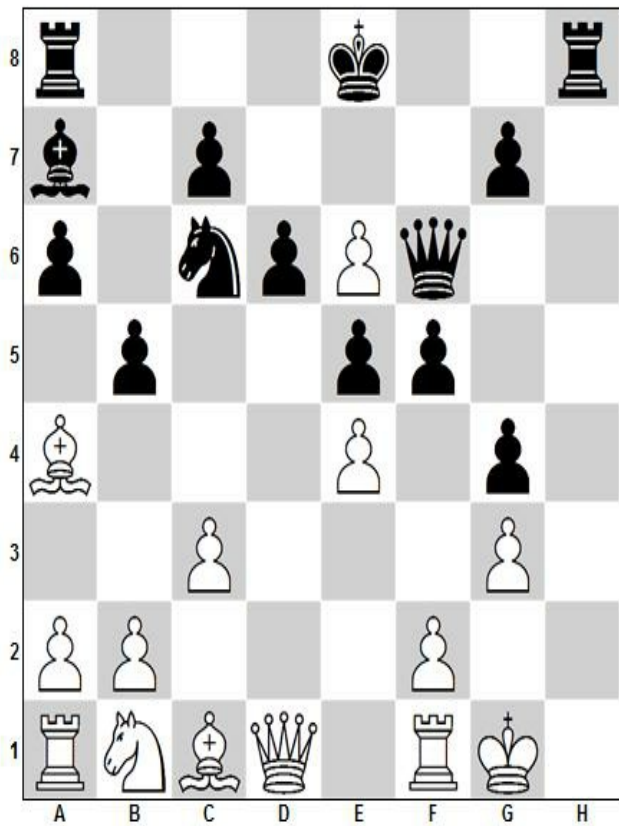
(339) White to move



12. Nxb4 Bxb4 13. Qa4+ Forks the Black Bishop and King, winning a piece.

From the game Petelin (2396) – Brianwall (2346), ICC 3 0 Internet Chess Club, March 19, 2001

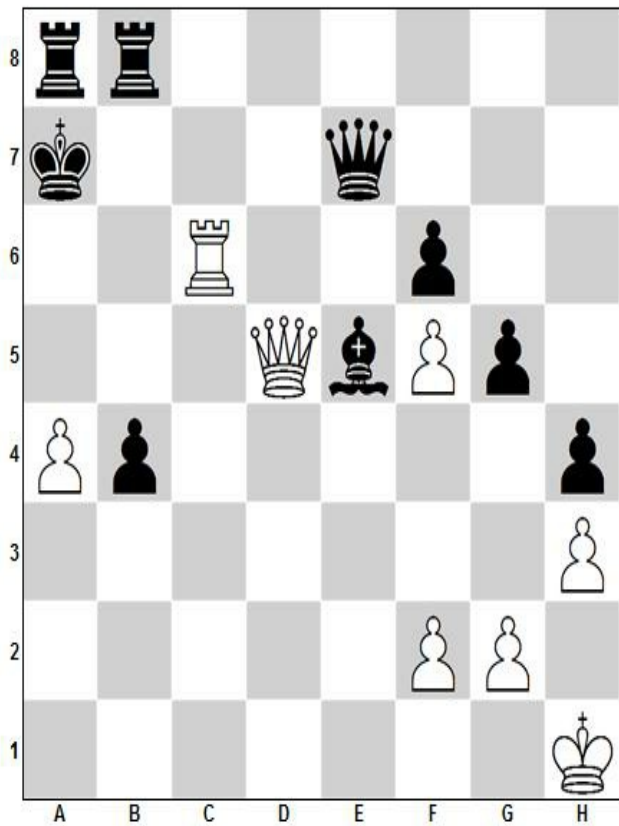
(340) White to move



16.Qd5 attacks the knight on c6, which is pinned to the Black Rook on a8. Black has no way to defend this Knight.

From the game Ajop (2910) – Brianwall (2300), ICC 5 5 Internet Chess Club blitz, September 29, 2004

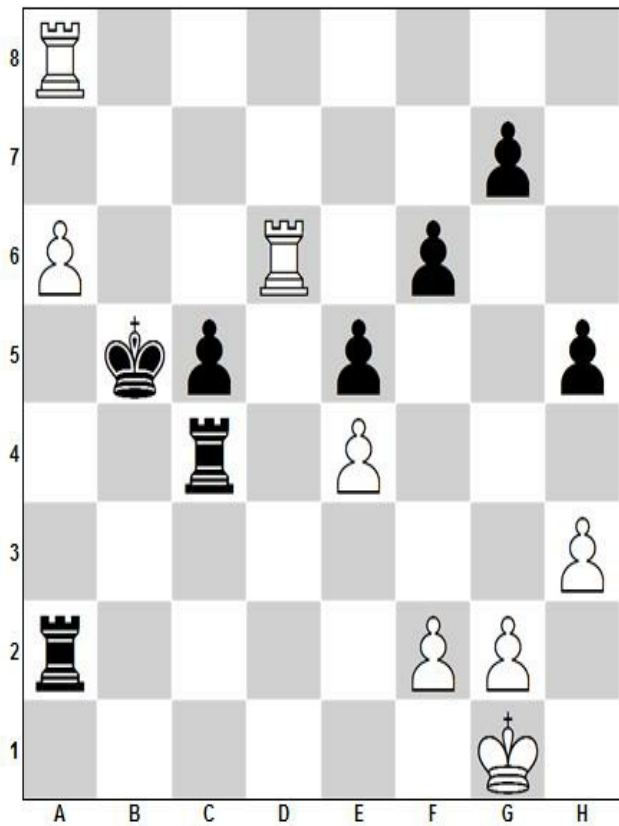
(341) White to move



34.Qa5+ Kb7 35. Qb6#

Variation from the game Kajeng (2392) –
Brianwall (2441) – ICC 4 0 Internet
Chess Club, August 9, 2003

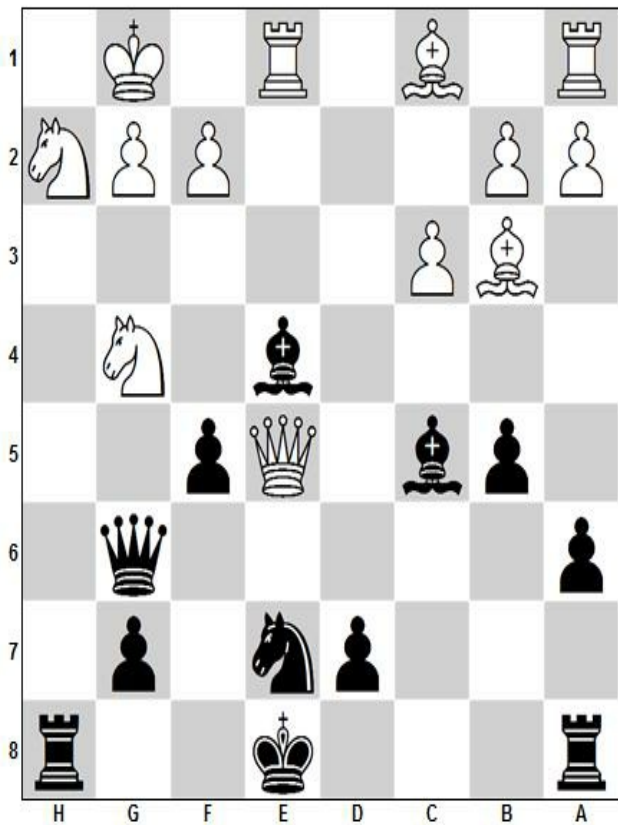
(342) White to move



35.*Rb8+* and the Black King is forced to
block the rook file so the pawn can queen.
35...*Ka4* **36.** *a7 Rb4* **37.** *a8=Q*

Missed in the game Mayonaise (2324) –
Brianwall (2390), ICC 5 0 Internet Chess
Club, May 31, 2003

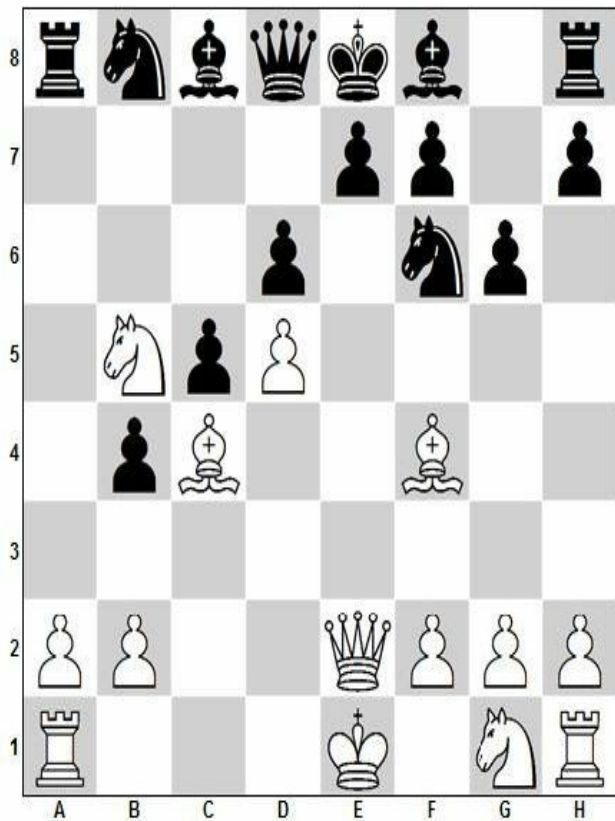
(343) Black to move



20...Bd6 skewers the White Queen and the Knight on h2. If the Queen moves, **21. Qd4** then **21...Bxh2+** wins a piece. If the White Knight recaptures on h2 with **22. Nxb2**, then **22...Qg2#**

Variation from the game Valentin Minchev (2484) – Krol Wladyslaw (2315), AR.2004.Q.00004, Round 1, December 27, 2004

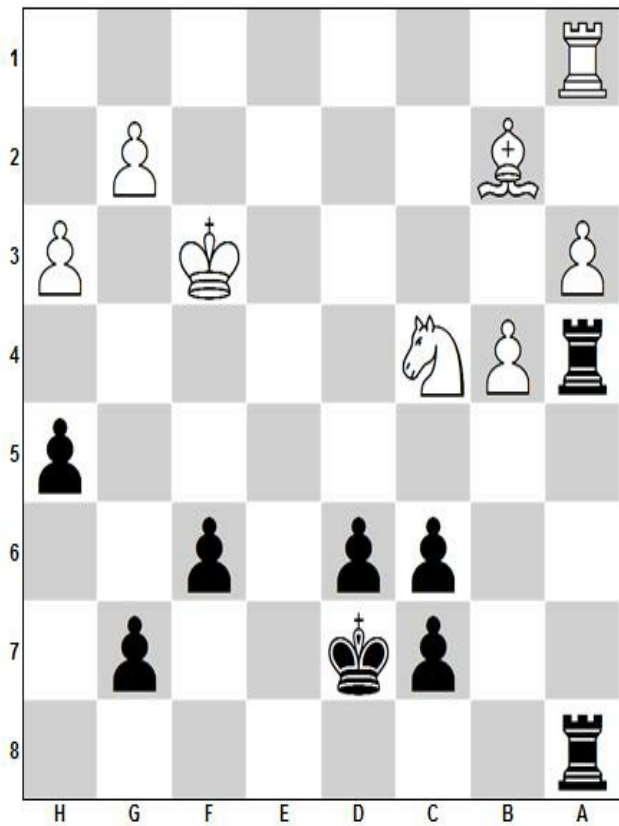
(344) White to move



11.Nxd6+ taking advantage of the pinned e pawn. If **11...Qxd6 Bxd6**, and if **11...Kd7 12. Bb5+ Kc7 13. Nxf7+** forking the Queen and Rook with discovered check.

From the game Selden Trimble (1916) – Randy Giminez (2000), Steinitz Open, Round 1

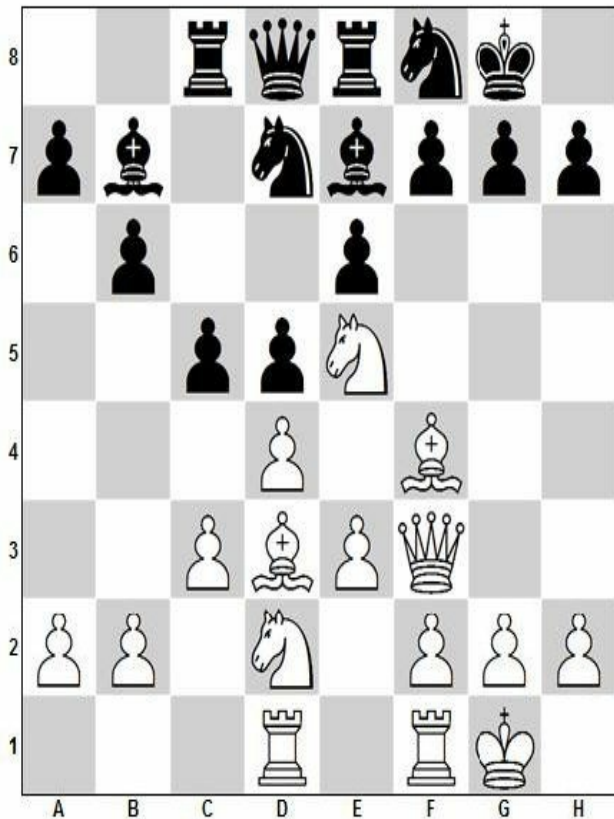
(345) Black to move



23...c5 The pawn on b4 is pinned to the White Knight on c4. Next move Black can win a pawn with **24...cxb4** taking advantage of the a3 pawn pinned to the White Rook on a1.

From the game Jesok (2092) – Brianwall (1973), ICC 25 0 Internet Chess Club, August 25, 2004

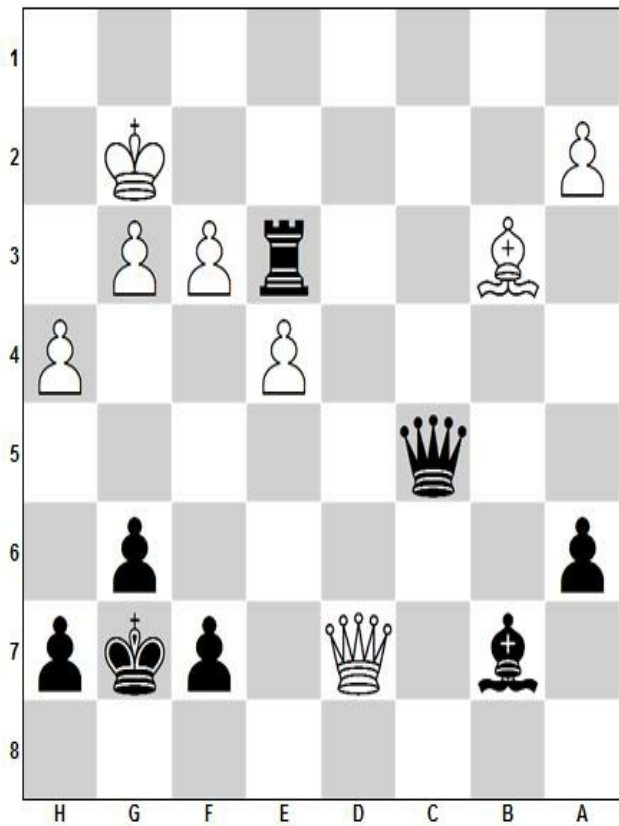
(346) White to move



14.Nxf7! takes a pawn, attacks the Queen on d8, and sets up a nasty discovered check if Black captures the Knight **14... Kxf7 15. Bc7+ Kg8 16. Bxd8** winning the Black Queen.

From the game Robert E. Lawson (1971) - Selden Trimble (1916), Steinitz Open, Round 2

(347) Black to move



41...Re2+

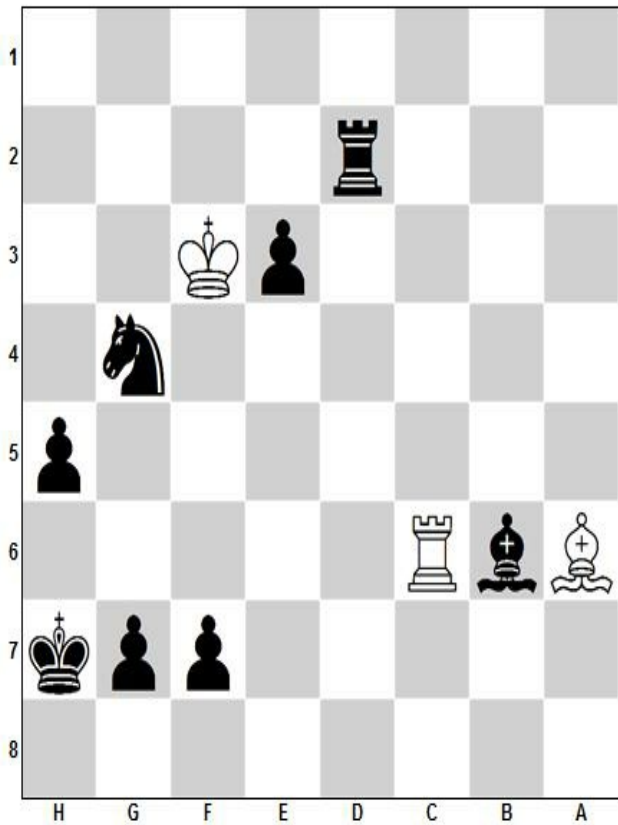
if **42. Kf1 Qf2#**

if **42. Kh3 Bc8** wins the queen.

if **42. Kg1 (or Kh1) Qc1#**

From the game orgelsimon (1598) –
johnny mac (1480), Clan challenge,
redhotpawn.com, September 4, 2011

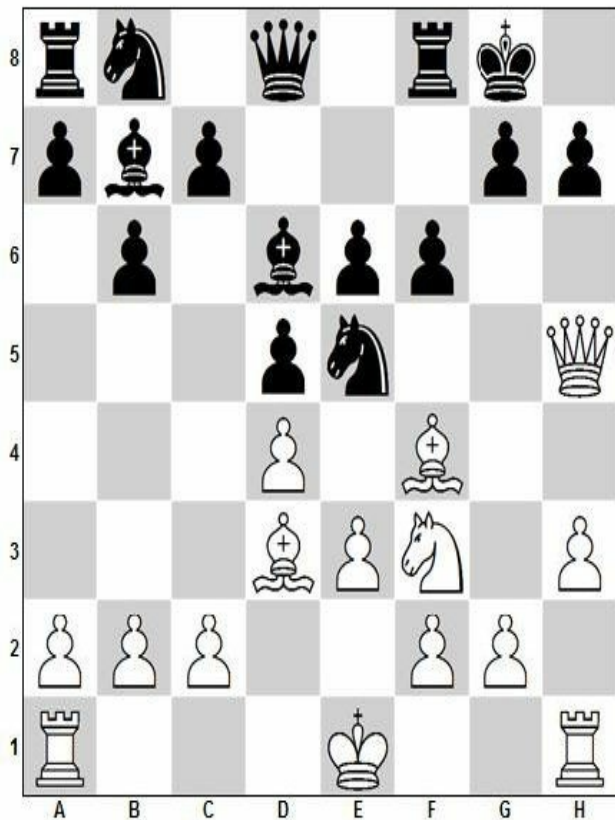
(348) Black to move



44...Ne5+ forks the king and rook

Missed in the game johnny mac (1480) -
orgelsimon (1598), Clan challenge,
redhotpawn.com, September 4, 2011

(349) White to move

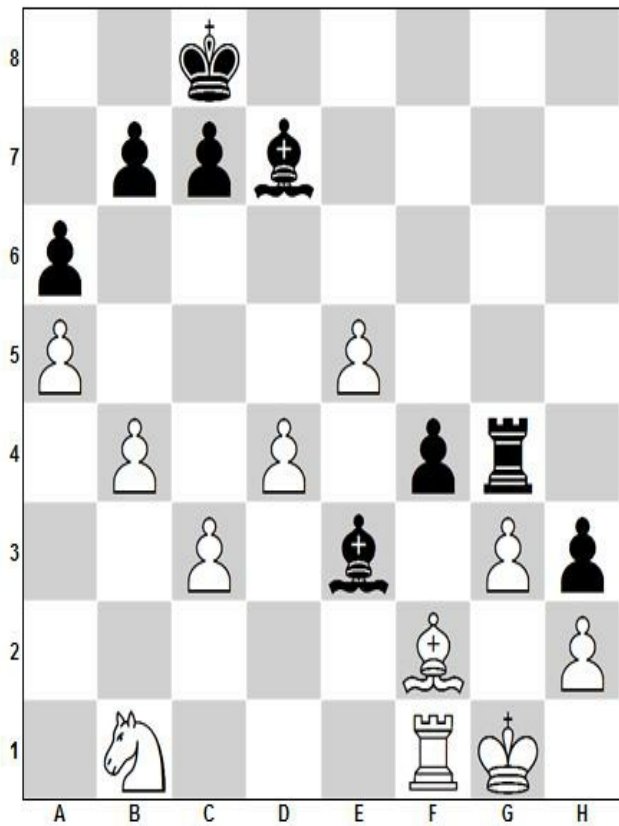


11. Bxh7+ leads to mate after ***11... Kh8***
12. Bg6+ Kg8 13. Qh7#

Note that 11. Qxh7+ allows the Black King to escape, and doesn't lead to mate.

From the game Matt Angeli (1642) –
Garrett Wirka (1508), Mo Class
Championship, Round 1, June 28, 2008

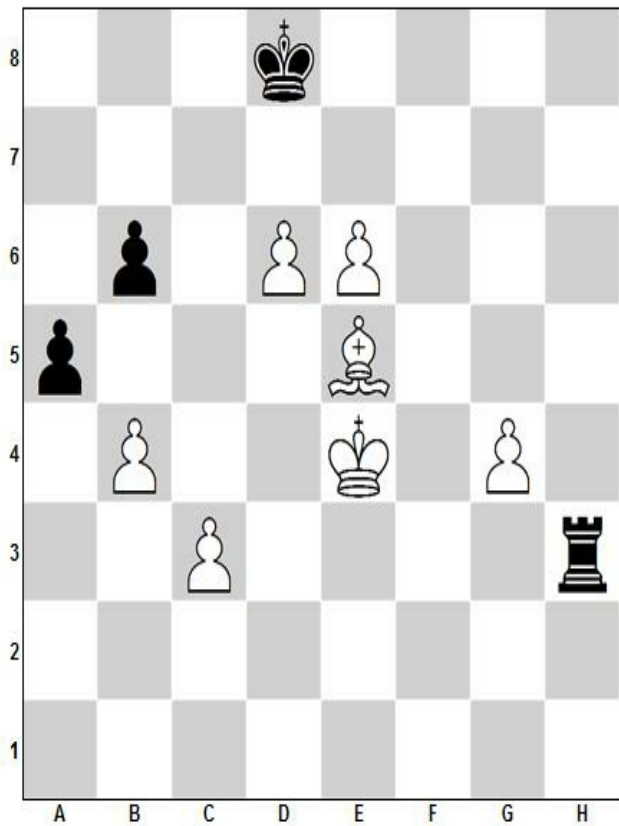
(350) White to move



33. Bxe3 and if the pawn recaptures, then
34. Rf8+ wins the Bishop which has to
block on e8.

From the game johnny mac (1480) –
foamin (1505), Clan Challenge,
redhotpawn.com, August 27, 2011

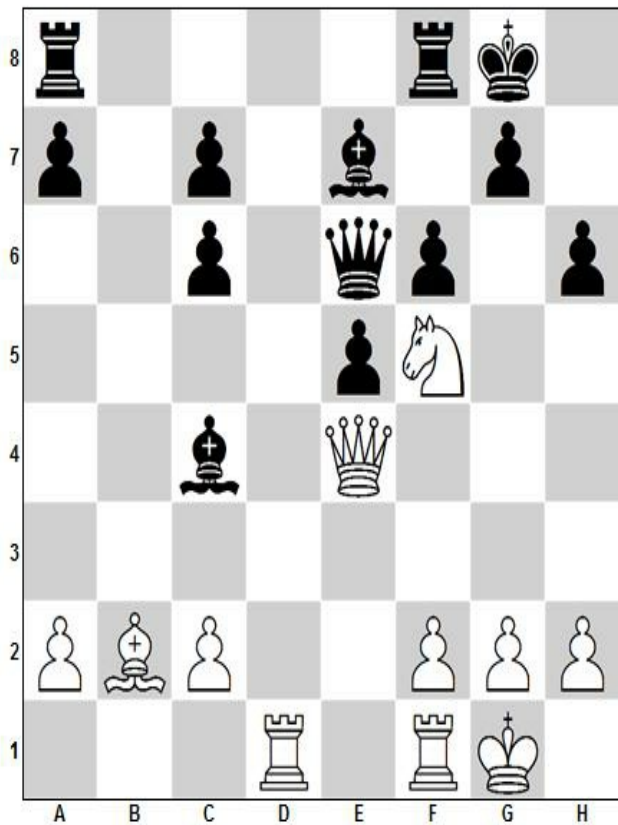
(351) White to move



52. Bf6+ chases away the Black King, and will proceed with **53. d7+** and **54. d8=Q**

From the game johnny mac (1480) –
foamin (1505), Clan Challenge,
redhotpawn.com, August 27, 2011

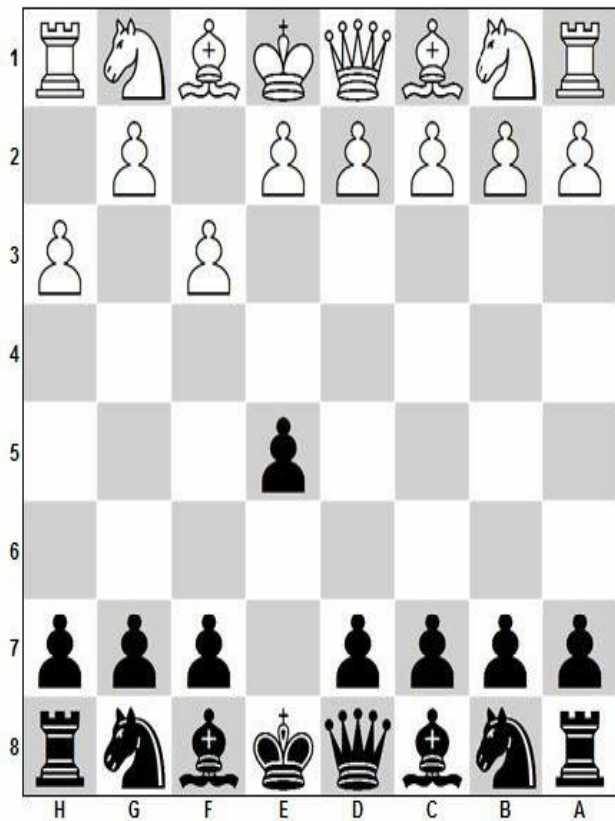
(352) White to move



18.Nxe7+ and if the queen recaptures,
18...Qxe7, it no longer guards the Bishop
on c4, allowing **19. Qxc4+** winning a
piece.

Missed in the game foamin (1505) -
johnny mac (1480), Clan Challenge,
redhotpawn.com, August 27, 2011

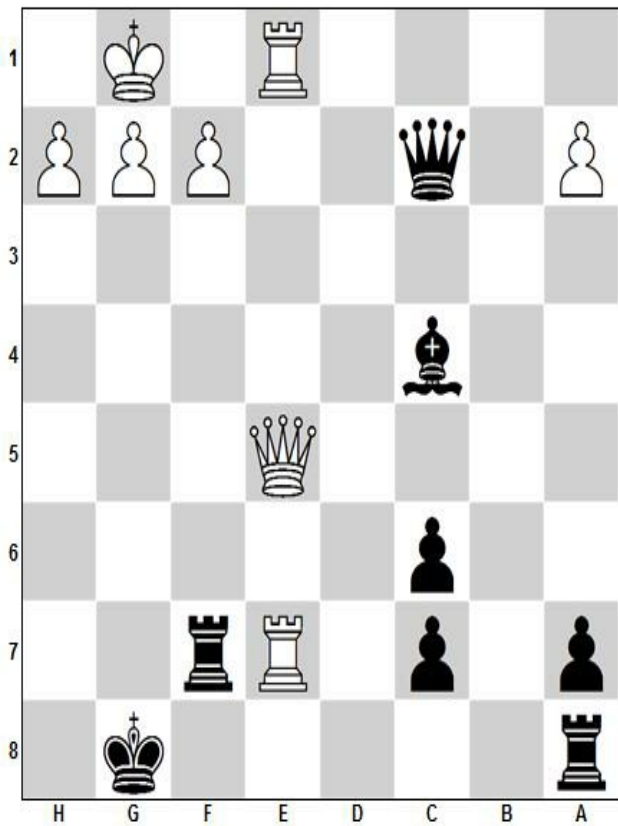
(353) Black to move



2...Qh4+ with a variation on Fool's Mate
after **3. g3 Qg3#**

Missed in the game Cante Brown (100) –
Eddie Yermolinsky (634), SECF Grand
Prix February, Round 3, February 8, 2009

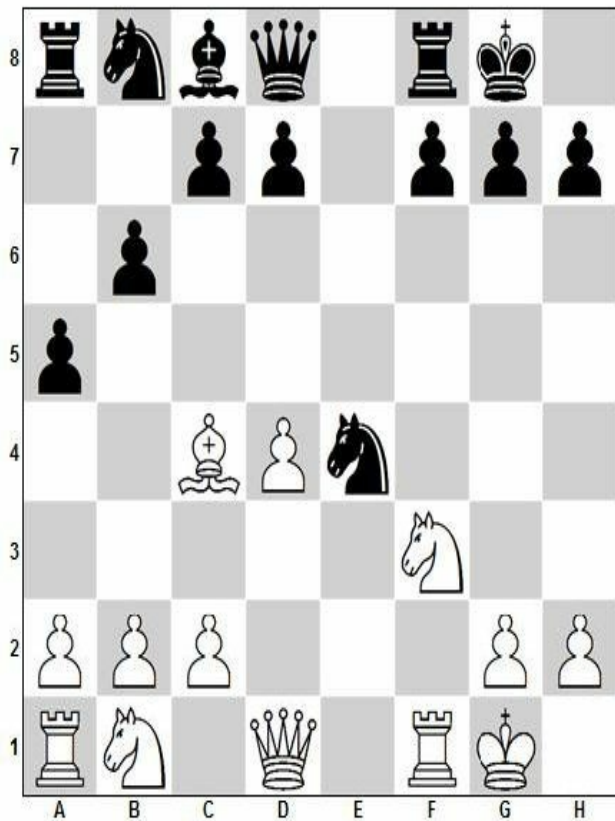
(354) Black to move



26...Qxf2+ 27. Kh1 Qf1+ 28. Rxf1
Rxf1# is a good back rank mate pattern to know.

Missed in the game foamin (1505) - johnny mac (1480), Clan Challenge, redhotpawn.com, August 27, 2011

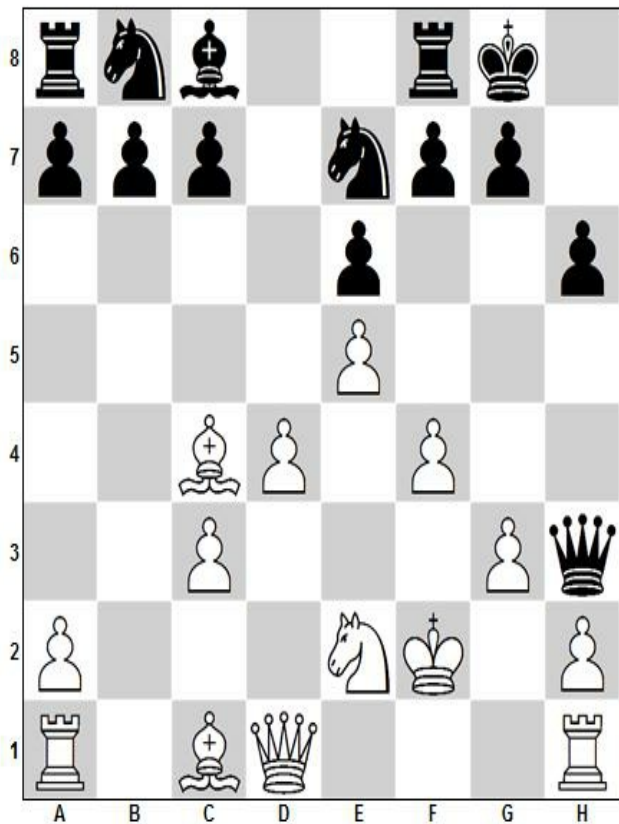
(355) White to move



10.Bd5 forks the Knight and Rook.

Missed in the game Evan Fick (710) –
Colin Perkins (266), SECF Grand Prix,
Round 1, April 5, 2009

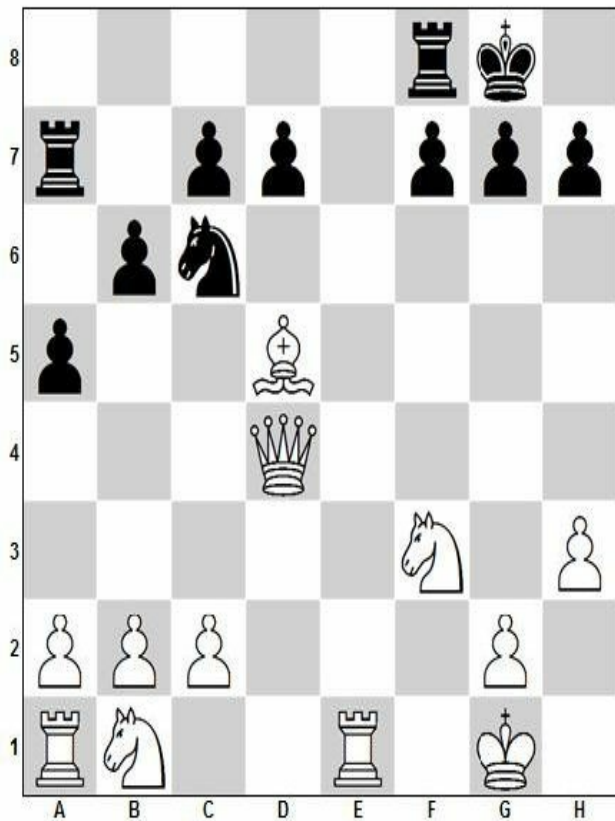
(356) White to move



12.Ng1 traps the queen after **12...Qf5** and
13. Bd3

Missed in the game Farzad Farsee (1484)
– johnny mac (1480), January 2011 Long
Haul Split II, Round 1, January 12, 2011

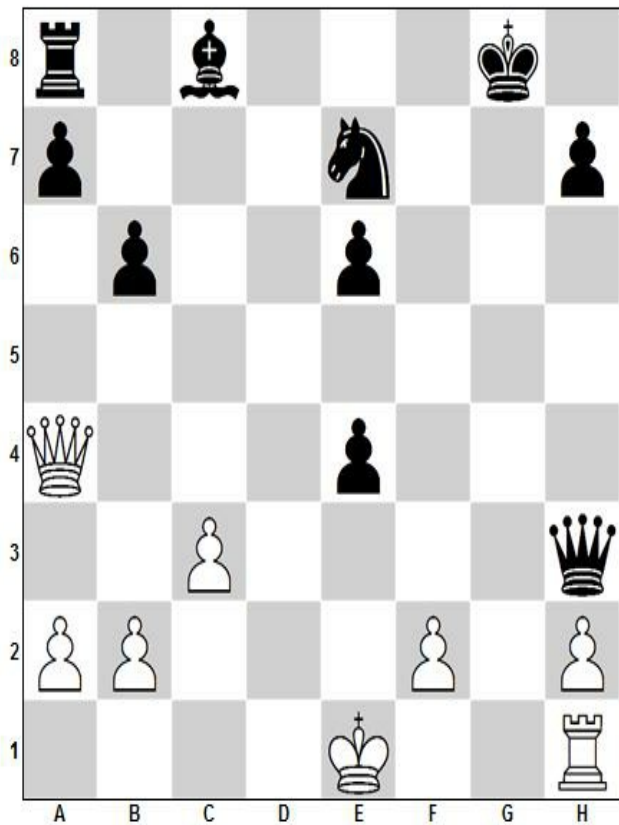
(357) White to move



17.Bxf7+ wins 2 pawns, **17...Kh8** **18. Qxd7**. If **17...Rxf7** **18. Re8+ Rf8** **19. Qd5+ Kh8** **20. Rxf8#** with a good back rank mate pattern to know.

Variation from the game Evan Fick (710)
– Colin Perkins (266), SECF Grand Prix,
Round 1, April 5, 2009

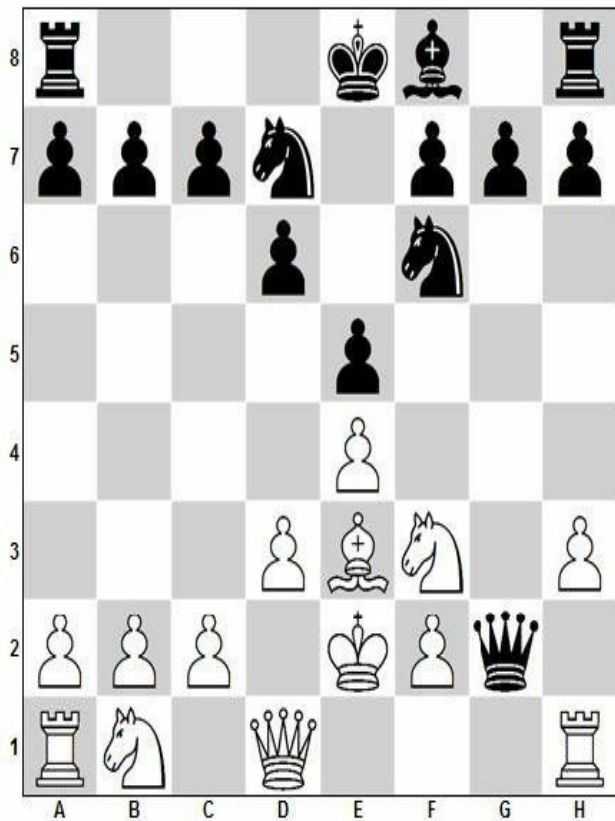
(358) White to move



23.*Qe8*+ wins the knight

Variation from the game Fred Spell
(1619) – Paul Covington (1969), East
Coast Deli, Colorado Springs, Round 1,
October 5, 2011

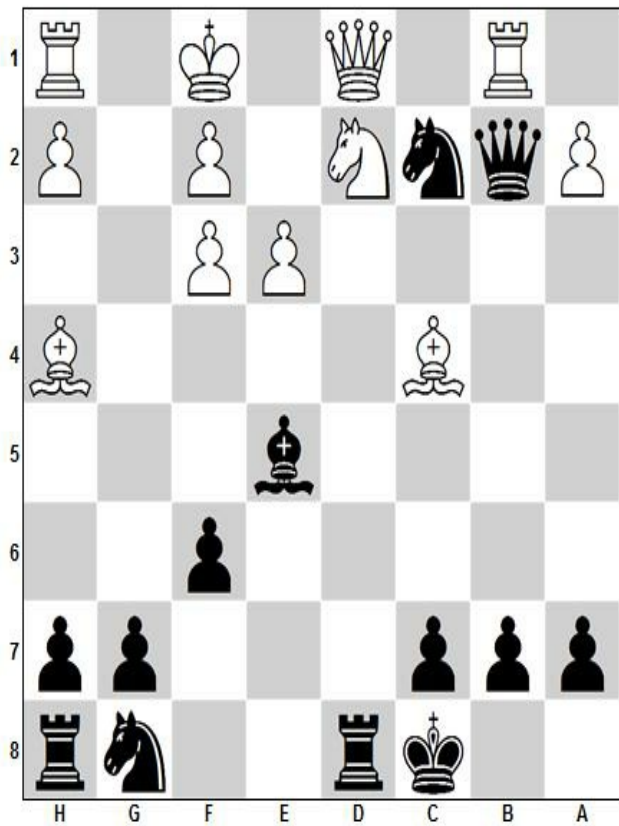
(359) White to move



10.Nh4 traps the Black Queen

Missed in the game Benny Kellar (833) –
Alex Uhl (384), SECF Grand Prix April,
Round 5, April 5, 2009

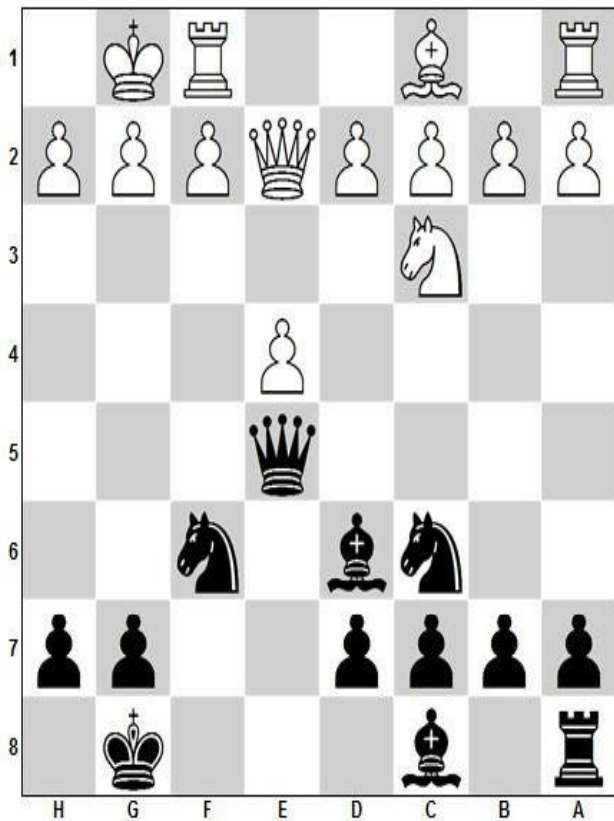
(360) Black to move



14...Nxe3+ captures a pawn, forks the King and Queen with check, and discovers an attack on the White Knight on d2 from the Black Rook on d8. After **15. fxe3 Rxd2** Black gets his piece back, and ends up a pawn ahead.

Missed in the game Alexander Freeman (1668) – Isaac Martinez (1738), October 2011 East Coast Deli, Round 2, October 12, 2011

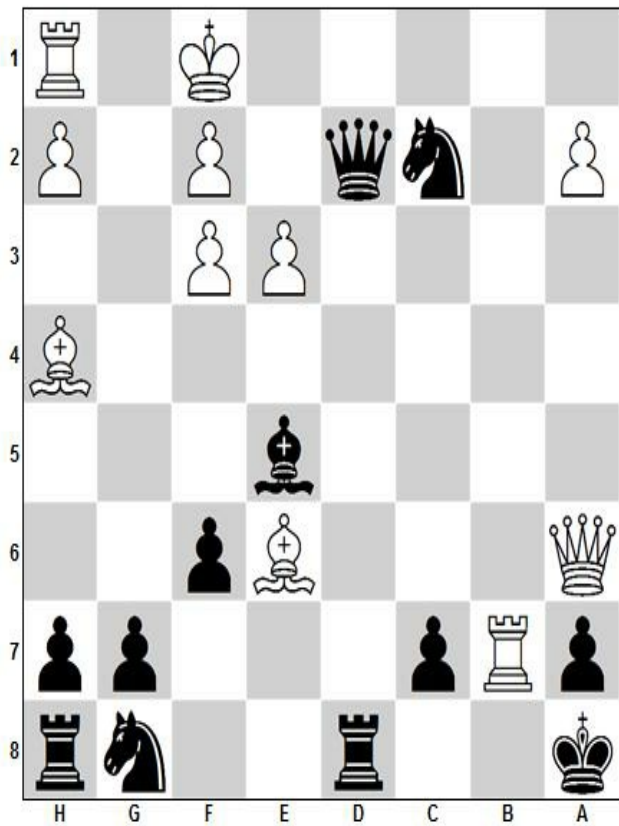
(361) Black to move



10...Qxh2# a common mating pattern in scholastic games.

From the game Sam Robinson (610) –
Eddie Yermolinsky (778), SECF Grand
Prix May, Round 3, May 5, 2009

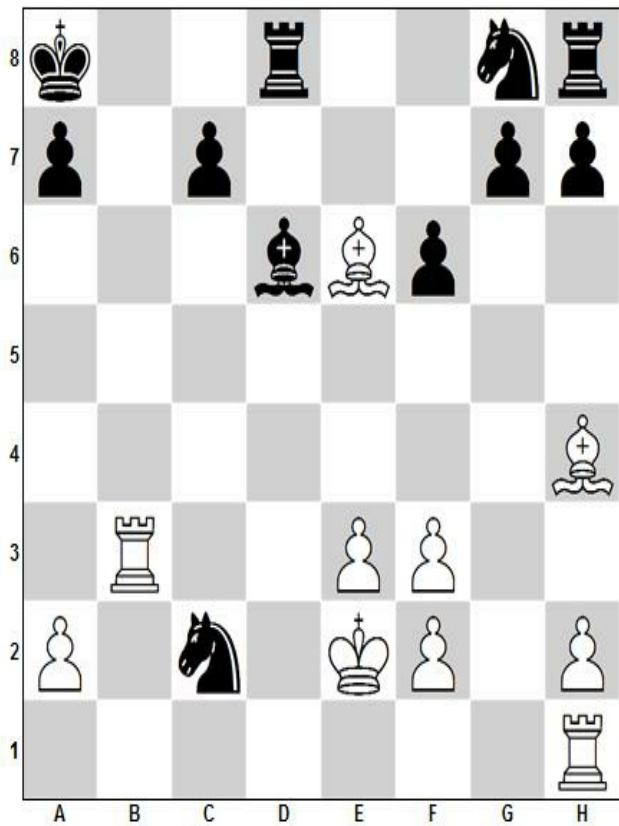
(362) Black to move



18...Qd3+ Forces a queen trade. White was threatening mate with Qxa7#

From the game Alexander Freeman (1668)
– Isaac Martinez (1738), October 2011
East Coast Deli, Round 2, October 12,
2011

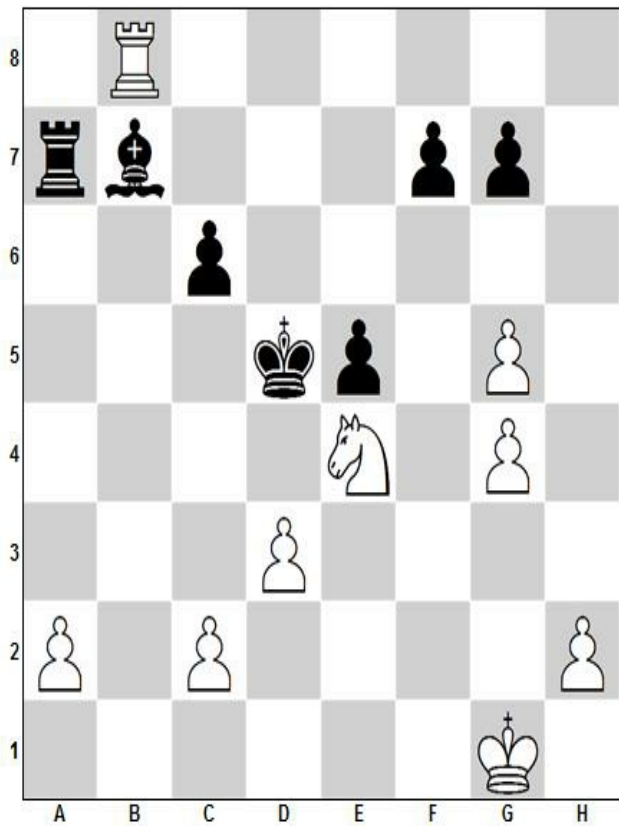
(363) White to move



22.Bd5+ and after the pawn blocks, the bishop captures the pawn and it's mate.
22...c6 23. Bxc6#

From the game Alexander Freeman (1668)
– Isaac Martinez (1738), October 2011
East Coast Deli, Round 2, October 12,
2011

(364) White to move

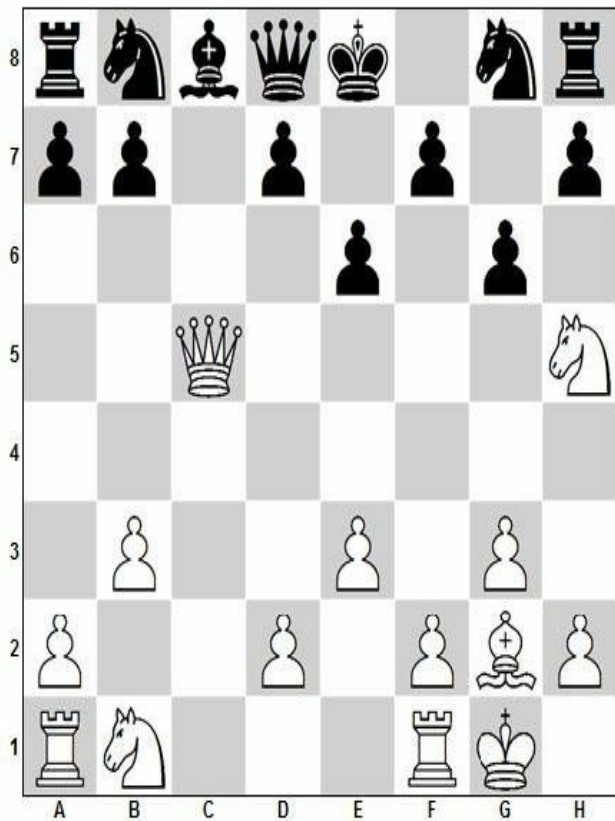


32.Rd8+ and after the Black King moves to the only safe square e6, **32...Ke6** check with the knight **33.Nc5+** the king can only go to e7, **33...Ke7**.

Then the Rook checks on d7, guarded by the knight, and wins the bishop. **34.Rd7+ Kf8 35.Rxb7**

From the game Daniel Herman (1149) – Richard Brown (1395) October 2011 East Coast Deli, Round 2, Colorado Springs, October 12, 2011

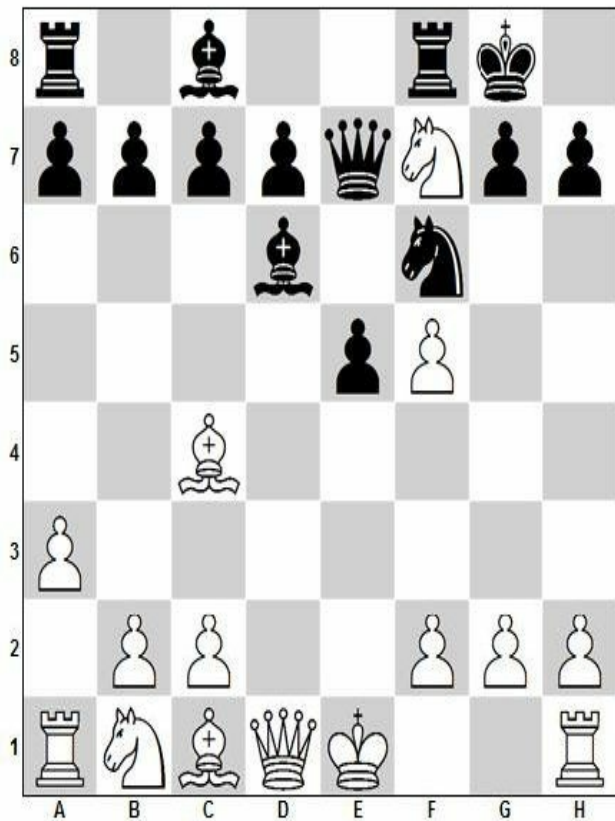
(365) White to move



15.Ng7#

From the game Hunter Kahler (349) –
Carson Boland (119), Winter Open Under
800 Rapid, Round 2, February 6, 2010

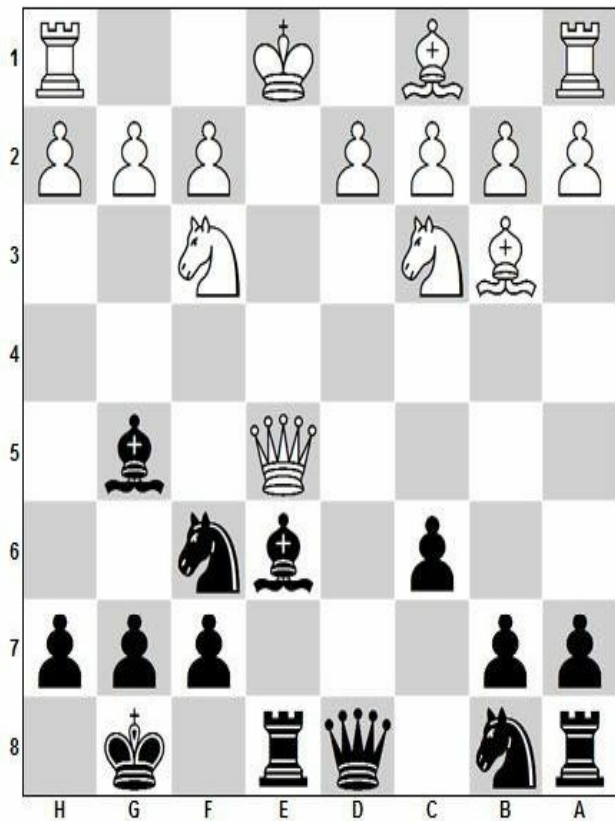
(366) White to move



12.Nxd6+ winning a piece with
discovered check.

Missed in the game Jakob Sjøvold (233) –
Sean Caloun (554), Winter Open Under
800 Rapid, round 3, February 6, 2010.

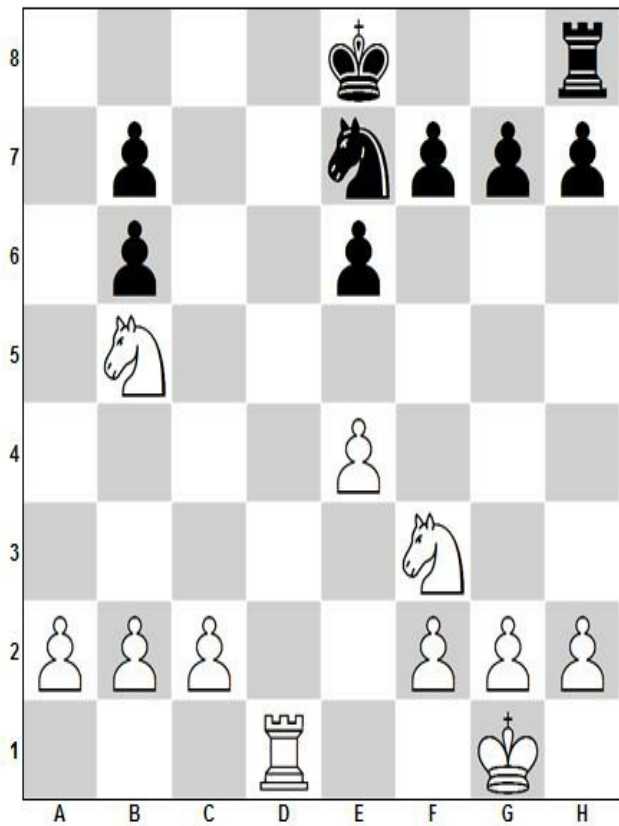
(367) Black to move



14...Bxb3 discovered attack, pinning the White Queen to the King

From the game Devante (685) – Malu Nair (771), Winter Open Under 800 Rapid, Round 4, February 6, 2010

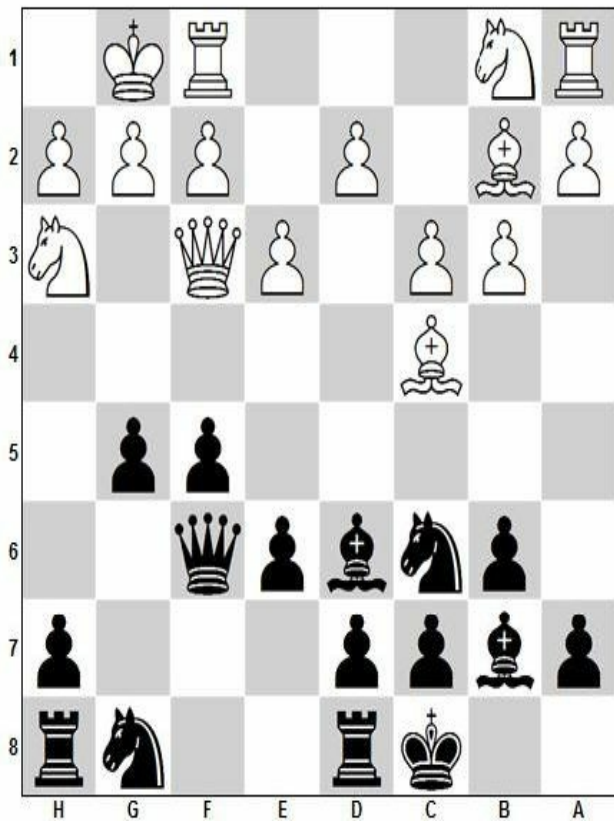
(368) White to move



17.Nc7+ and it will be mate next move
since the king can't move to the d file,
17...Kf8 18. Rd8#

From the game Sara Herman (888) – Tara
Martinez (173), East Coast Deli, Round 2,
Colorado Springs, October 12, 2011

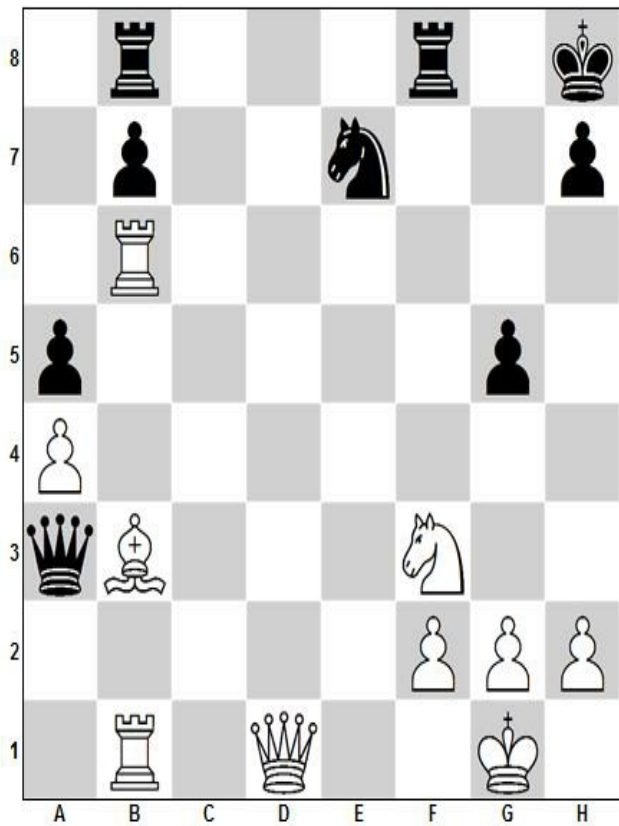
(369) Black to move



11...g4 forks the Queen and Knight

From the game Joey Plenty (411) – Kyle Kooima (696), Winter Open Under 800 Rapid, Round 5, February 6, 2010

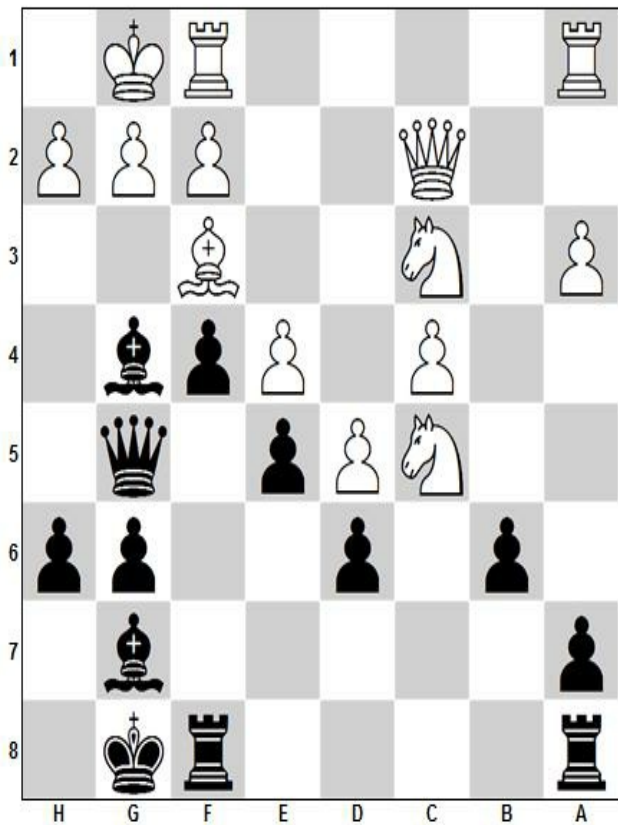
(370) White to move



25. Qd4+ and it's mate next move after the queen captures the rook which blocks the check. **Rf6 26. Qxf6#**

From the game Dean Brown (1352) – Ken MacRae (1434), East Coast Deli, Round 3, Colorado Springs, October 19, 2011

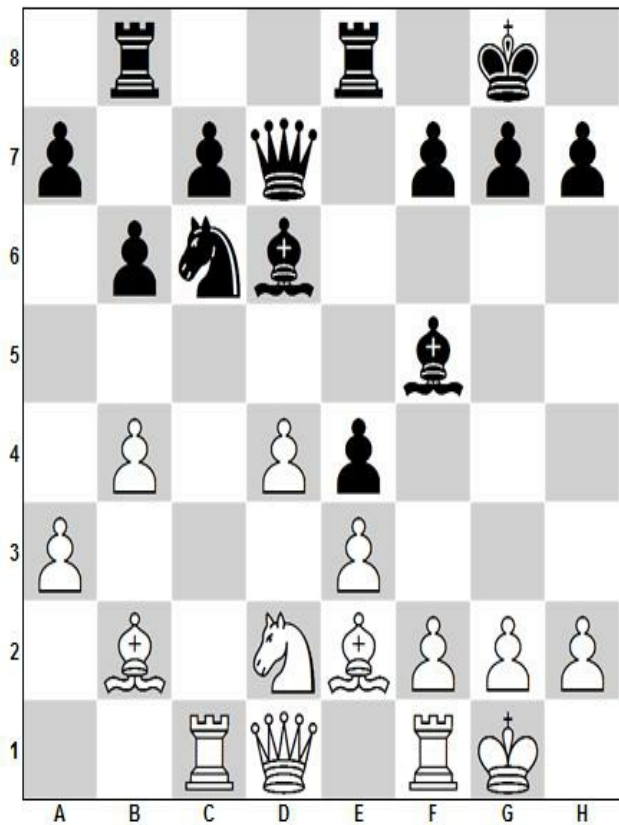
(371) Black to move



19...Bxf3 and the pawn can't recapture because it's pinned.

From the game Richard Brown (1395) –
Anthea Carson (1790), East Coast Deli,
Round 3, Colorado Springs, October 19,
2011

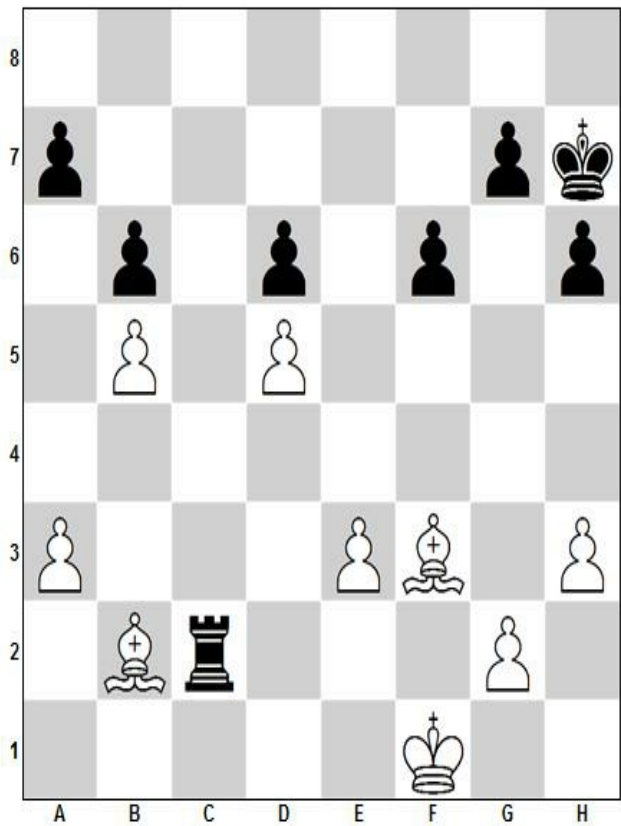
(372) White to move



15.Bb5 pins the Black Knight on c6 to the Queen. There is no way to add another defender, and Black will lose a piece.

Missed in the game Nietzsche1844 (1369)
– Peter Cobb (1454), 2012 Championship,
Round 1, redhotpawn.com, February 1,
2012

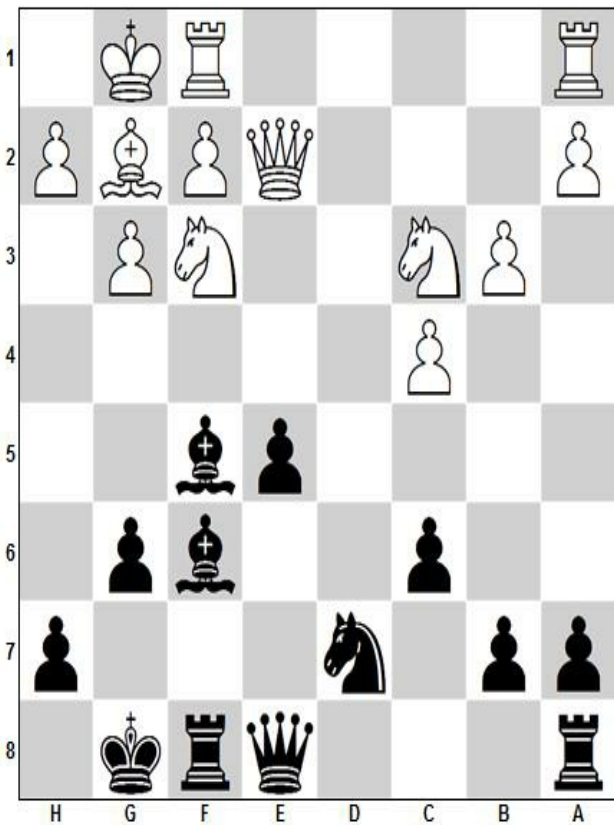
(373) White to move



30.*Be4*+ Forks the Black King and Rook

Missed in the game Nietzsche1844 (1369)
– Peter Cobb (1454), 2012 Championship,
Round 1, redhotpawn.com, February 1,
2012

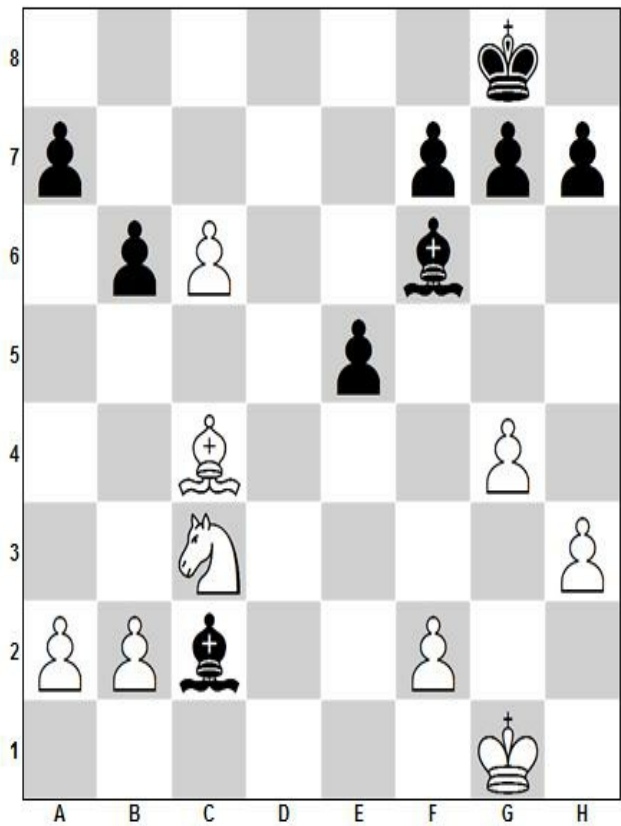
(374) Black to move



15...e4 double discovered attack on both Knights. White can't save them both.

From the game Nietzsche1844 (1369) –
Heatonite (1598), 2012 Championship,
redhotpawn.com, Round 1, February 1,
2012

(375) White to move



19.c7 and Black cannot stop the pawn
from Queening

From the game petaar (1521) -
Nietzsche1844 (1369), 2012
Championship, redhotpawn.com, Round 1,
February 1, 2012

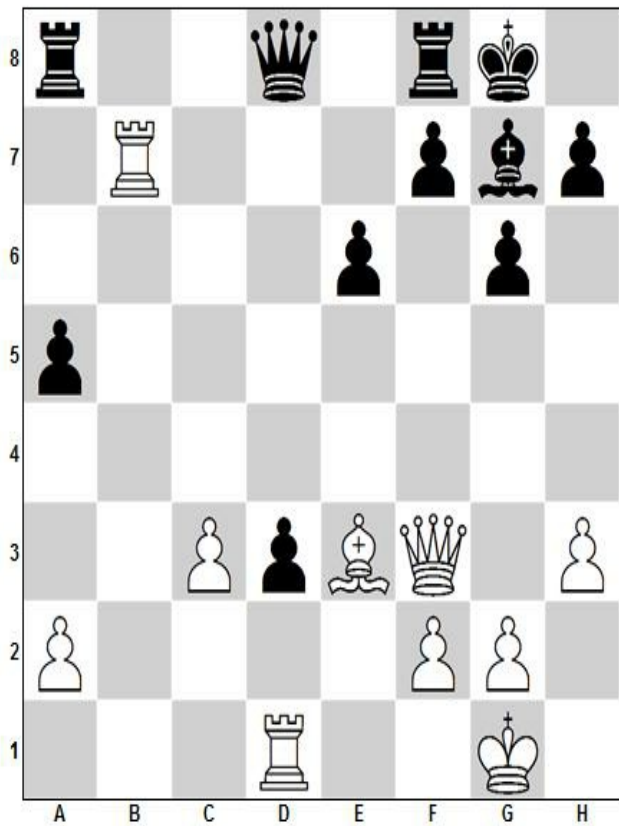
(376) Black to move



16...Qxc3+ and Black will skewer the White King and Queen on the next move, either with ***17. Kxf4 Qe5+*** or ***17. Ke2 (or 17. Kf2) Qc2+***

From the game N.N. - Rex Sinquefield,
Gameknot, April 29, 2009

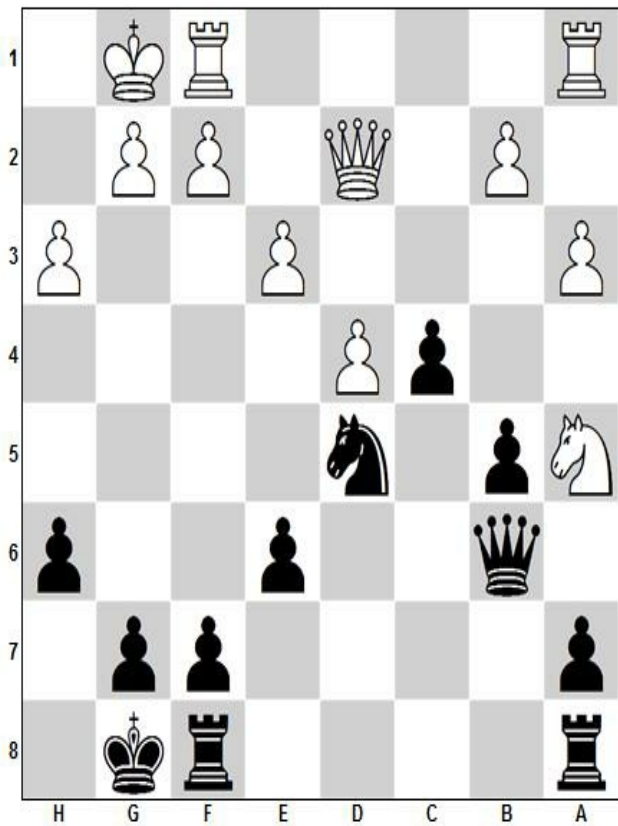
(377) White to move



19.Bc5 attacks the Black Rook on f8, to deflect it from defending the critical f7 square.

Missed in the game petaar (1521) -
Heatonite (1578), 2012 Championship,
redhotpawn.com, Round 1, February 1,
2012

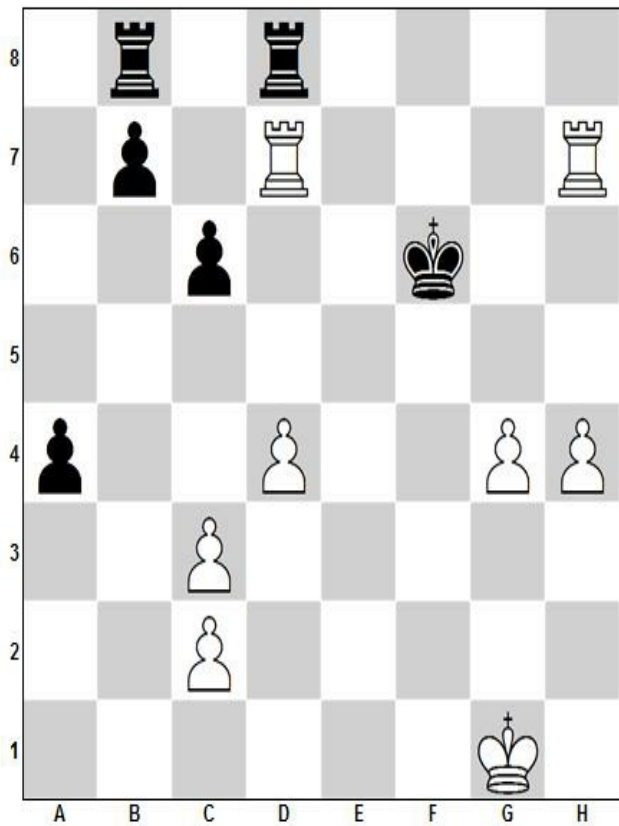
(378) Black to move



20...c3 Interference tactic, attacking the White Queen, and after **21. bxc3** blocking the Queen from protection of the White Knight on a5, allowing **21...Qxa5** winning a piece.

From the game rabnes (1475) - Morbius (1654), 2012 Championship, redhotpawn.com, Round 1, February 1, 2012

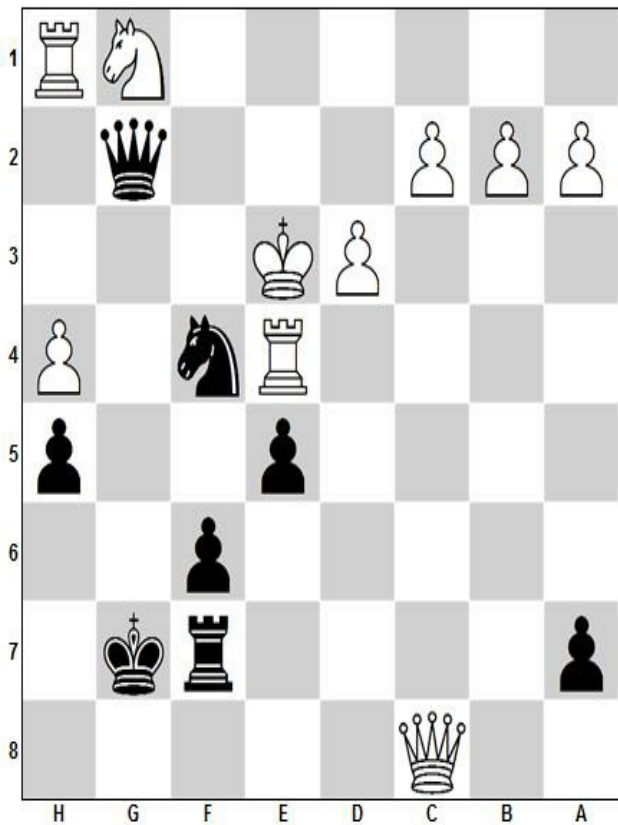
(379) White to move



29.Rh6#

From the game TimmyBx (1890) – johnny
mac (1481), Ladder, redhotpawn.com,
October 17, 2011

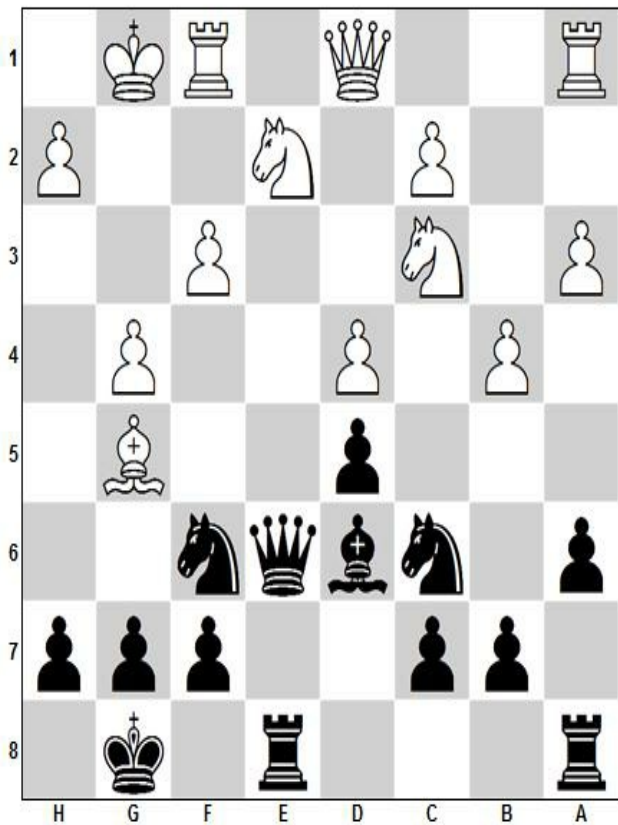
(380) Black to move



30...Nd5# a pure checkmate

From the game Eagle and King (1365) –
TimmyBx (1891), Challenge,
redhotpawn.com, October 18,
2011

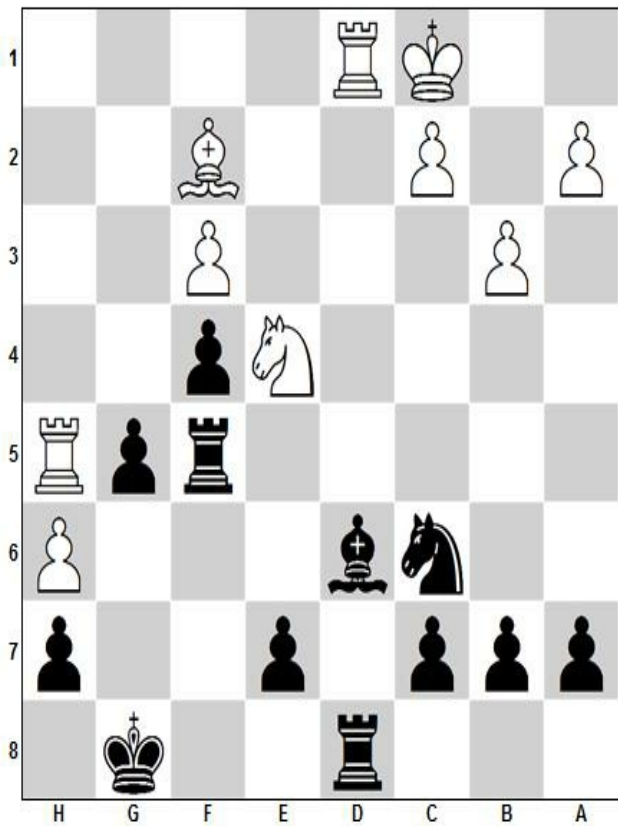
(381) Black to move



14...Nxf4 15. Fxf4 Qxf4+ forking the King and Bishop **16. Kh1 Qxf5** picks up two pawns

Missed in the game mennodepenno (1299)
– rabnes (1475), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

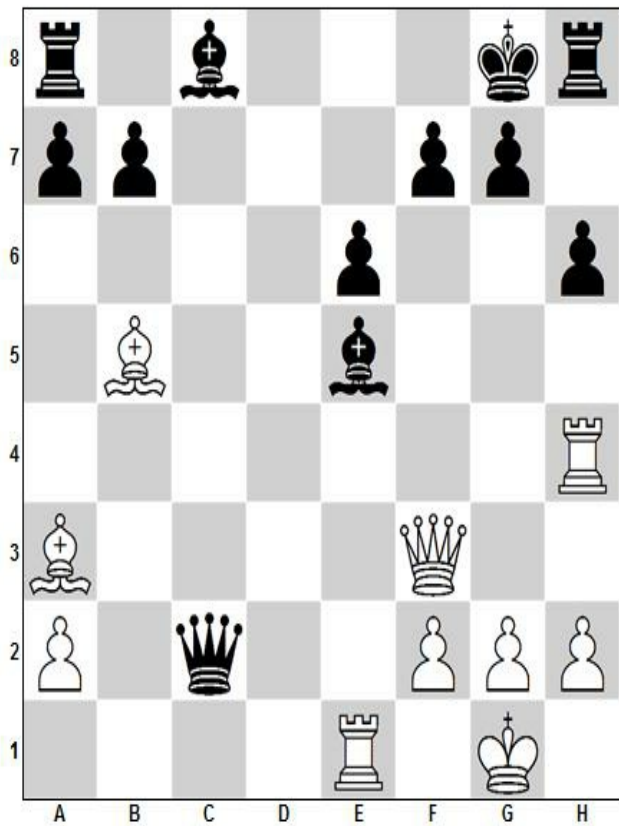
(382) Black to move



22...Ba3+ deflects the White King 23.
Kb1 Rxd1#

From the game *mennodepenno* (1299) –
hedonist (1692), redhotpawn.com, 2012
Championship, Round 1, February 1, 2012

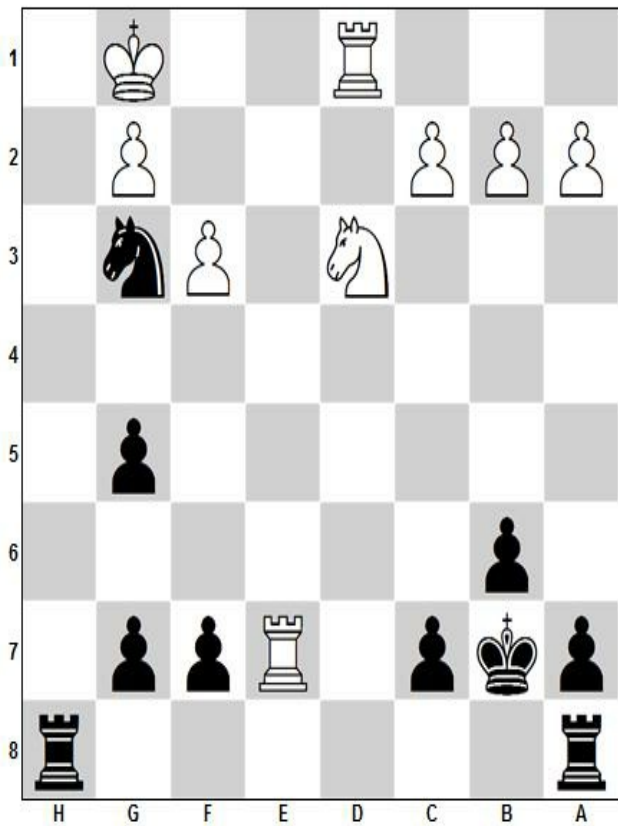
(383) White to move



18.Rxe5 safely takes the hanging Bishop on e5. There is no back rank mate for black since the light squared bishop can retreat to f1 to block.

From the game Dave Monuzzi (912) –
Abraham Grinberg (1060), October 2011
Denver Chess Club Tuesdays, Round 4,
October 25, 2011

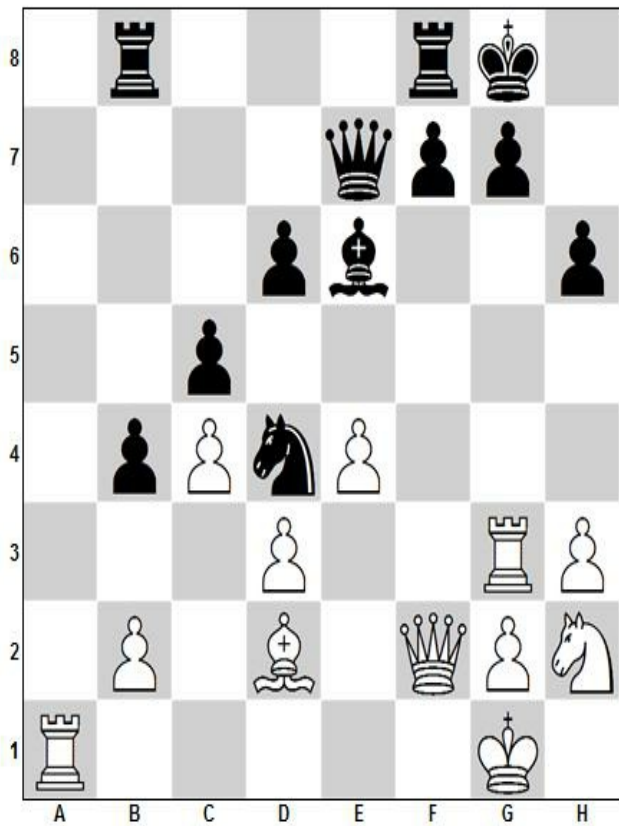
(384) Black to move



26...Rh1+ skewers the White King and Rook **27. Kf2 Rxd1 28. Kxg3** and Black is up the exchange.

From the game Grant Miller (773) – Dalton Ross (1600), October 2011 DCC Tuesdays, Round 4, October 25, 2011

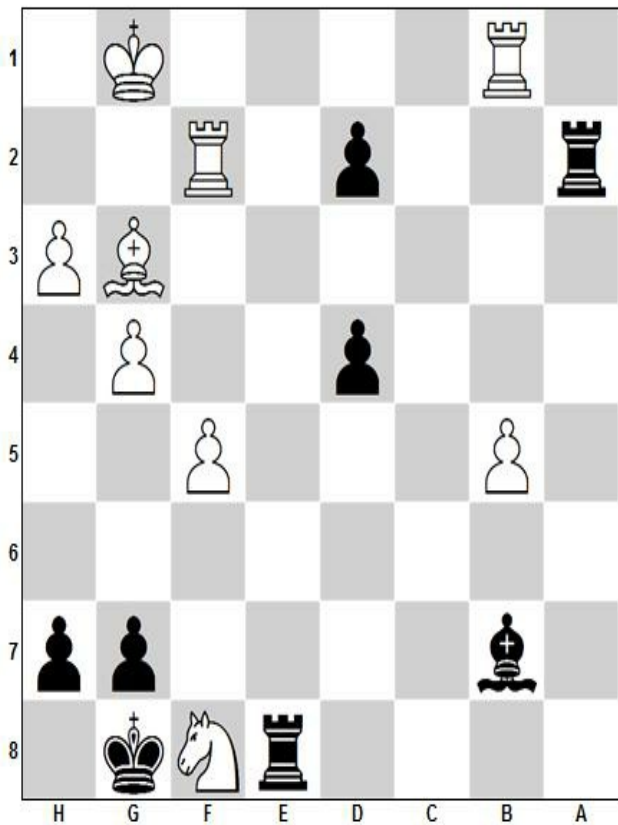
(385) White to move



24.Bxh6 the g pawn is pinned, and cannot capture the White Bishop. Black has to play g6 and give up the exchange to avoid the devastating Rxg7+. **24...g6 25. Bxf8**

From the game Morbuis (1654) – rabnes (1475), redhotpawn.com 2012
Championship, Round 1, February 1, 2012.

(386) Black to move



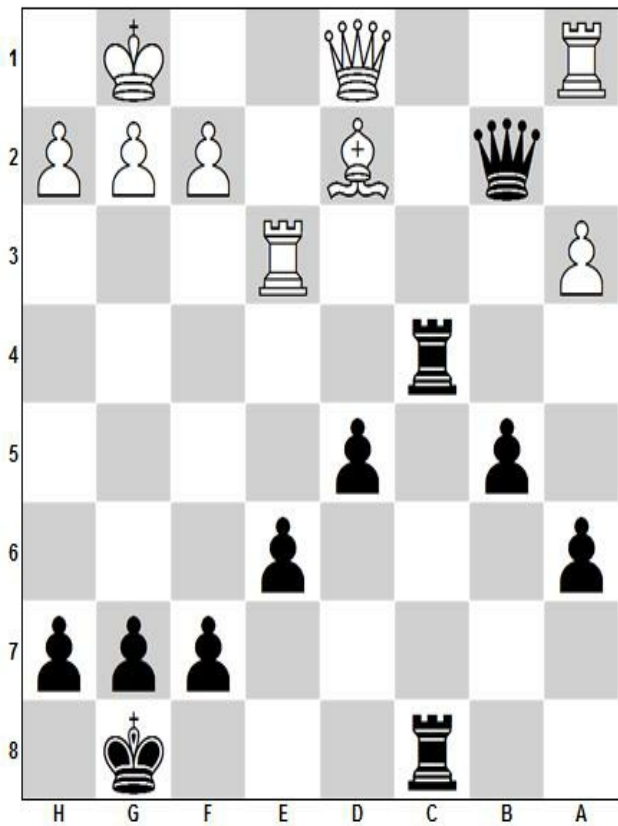
32...*Re1*+ Forking the White King and Rook.

If **33. *Rxe1 dxe1=Q***

If **33. *Kh2 Rxb1***

Variation from the game Robert Ramirez (2130) - Brian Wall (2208), October 2011 Denver Chess Club Tuesdays, Round 4, October 25, 2011

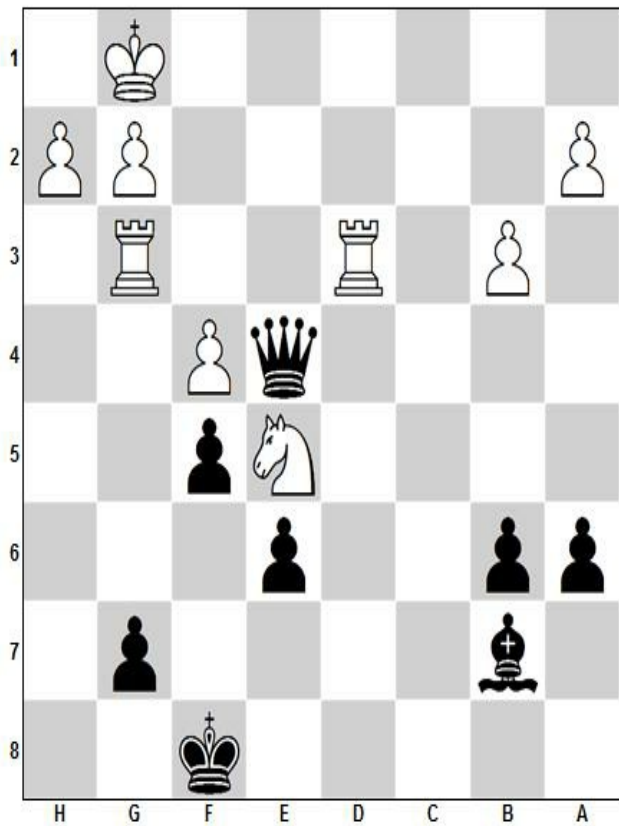
(387) Black to move



27...Rd4 pins the bishop to the queen and double attacks the bishop. It is undefendable after **28...Re2, 29. Rc2**.

Missed in the game Rhett Langseth (1796)
- Dan Avery (1979), Colorado Springs
Championship 2011, Round 1, October
18, 2011

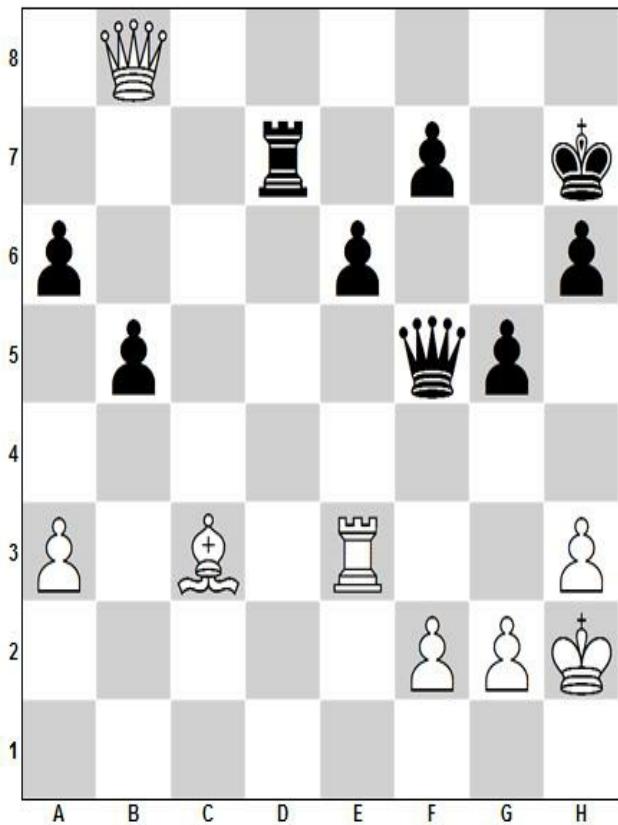
(388) Black to move



27...Qe1# a good mating pattern to know

From the game Dieter Sievert (1191) –
Nietzsche1844 (1369), 2012
Championship, Round 1, February 1, 2012

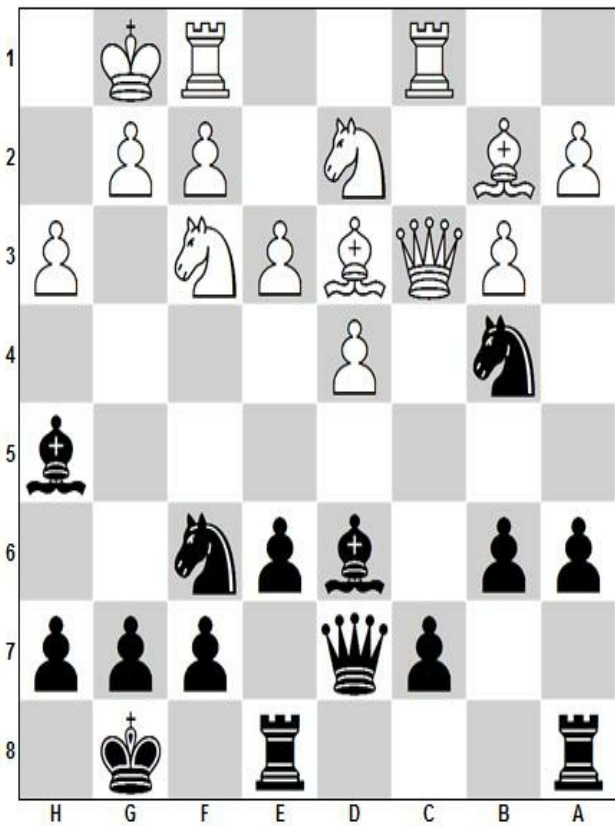
(389) White to move



39. Qh8+ Kg6 40. Qg7+ Kh5 41. g4+ forks
the King and Queen

From the game Rhett Langseth (1796) -
Dan Avery (1979), Colorado Springs
Championship 2011, Round 1, October
18, 2011

(390) Black to move

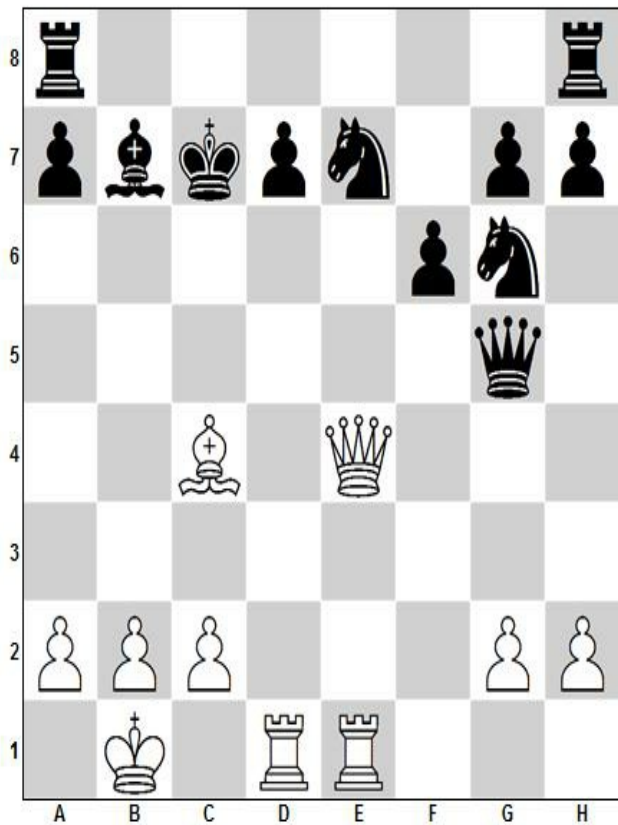


15...Nfd5 attacks the Queen **16. Qc4** the only safe square for the Queen **16...b5** traps the Queen.

White can save the Queen with **17. Bxh7+ Kxh7 18. Qe2 Nxa2** but loses a Bishop in the process.

Missed in the game Dieter Sievert (1191) – Morbius (1654), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

(391) White to move



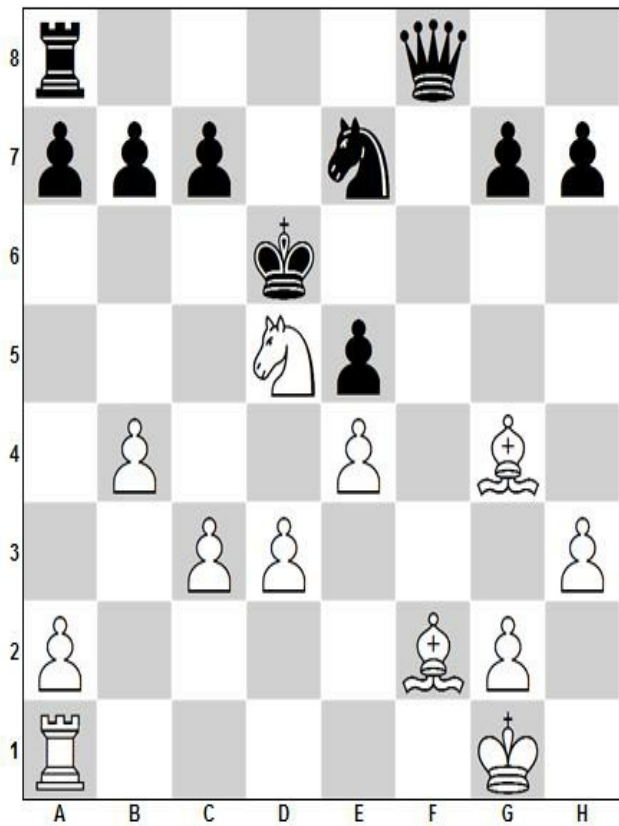
22. Rxd7+ removes the guard of the bishop on b7 **22... Kxd7**

23. Qxb7+ If the king moves to the 8th rank, the black also loses the rook on a8.
23... Ke8 24. Qxa8+

If the Black King moves forward **24. Re6+** leads to mate **24... Kc5 25. Qb5+ Kd4 26. c3#**

Variation from the game junnujannu (1838) – beatlemanina (1709), RHPIC 02/2009, 1400-1700 banded, Round 1, March 26, 2009

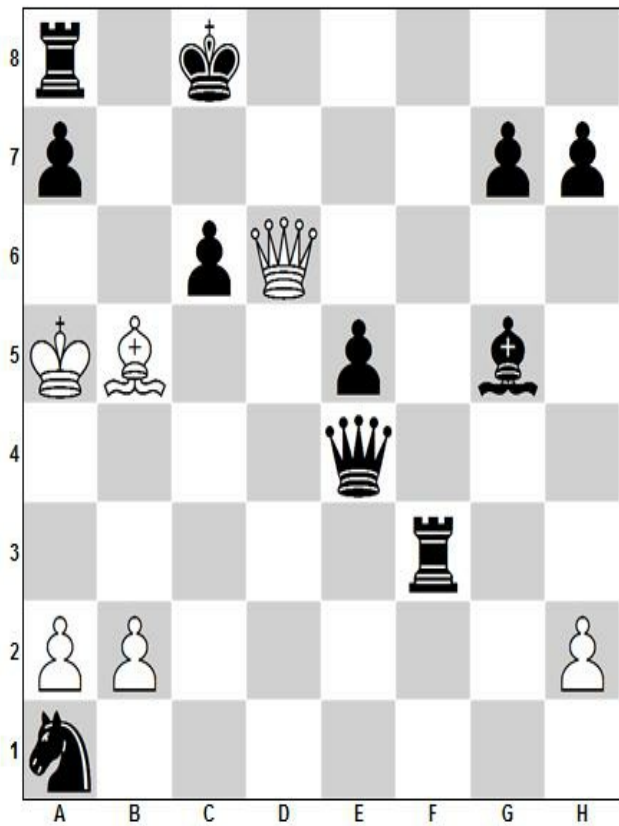
(392) White to move



21. Bc5+ Skewers the King and Knight on e7, which is now double attacked. **22. Kc6**
Nxe7+ wins a piece.

From the game Erin Dame (1651) – Dan Golopentia, Round 1, February 29, 1992

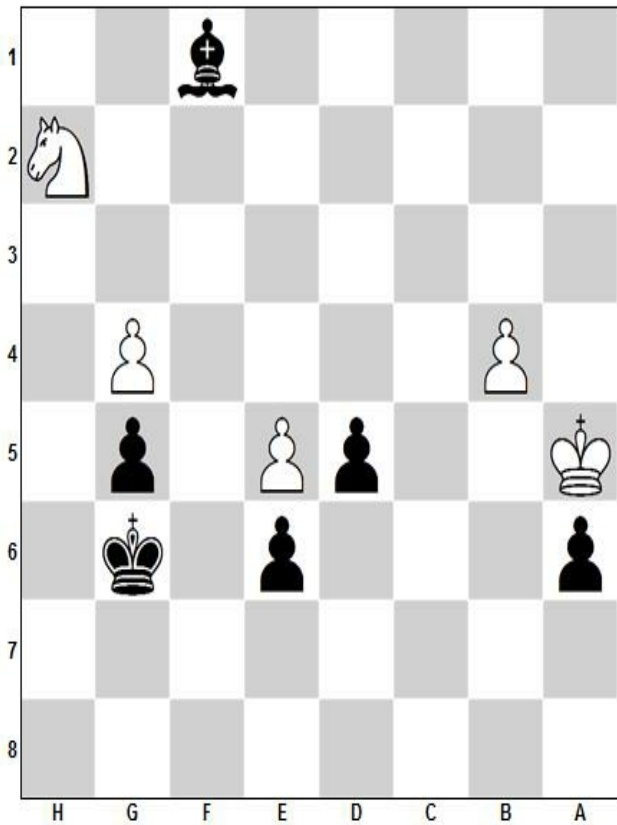
(393) White to move



28.Ba6# A Boden's Mate style checkmate

From the game redhotpawn01 (897) –
con25 (1558), Open invite,
redhotpawn.com, October 2, 2007

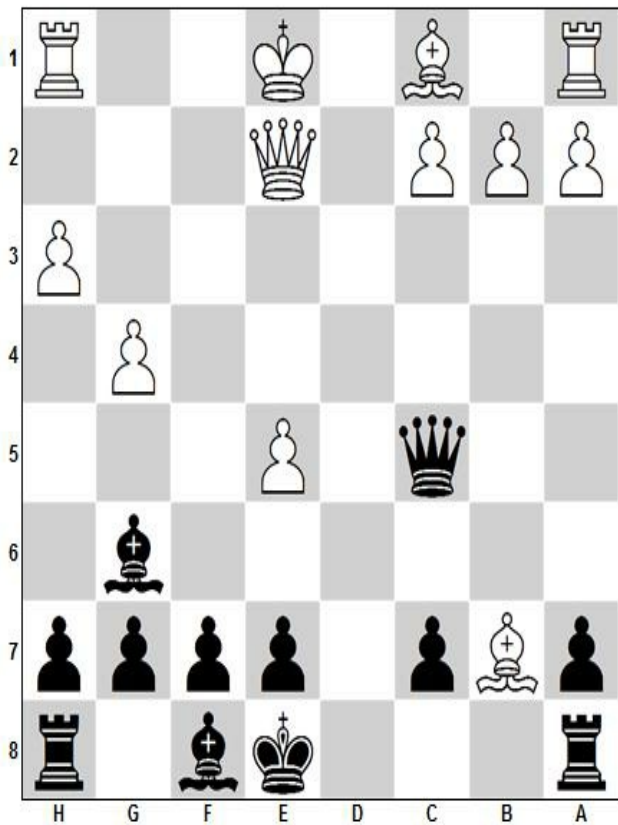
(394) Black to move



42...Be2 Traps the Black Knight.

From the game Paul Anderson (1770) –
Brad Earlewine (1600), Las Vegas NM,
Round 4, April 19, 2003

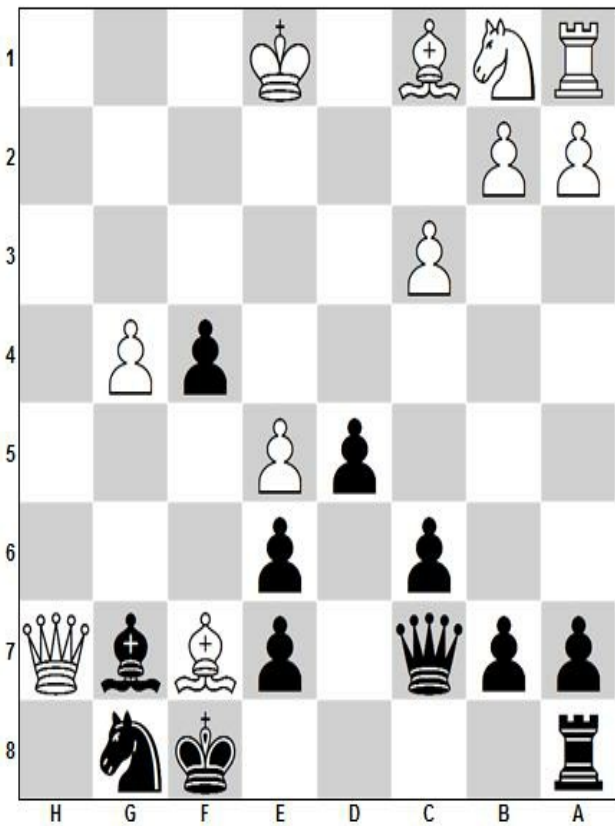
(395) Black to move



13...Qb4+ wins the pesky bishop on b7.

Missed in the game Matthew Lasley
(1469) – Dr. Dominic Cangelosi (1537),
2011 Summer Server Series, July 25,
2011

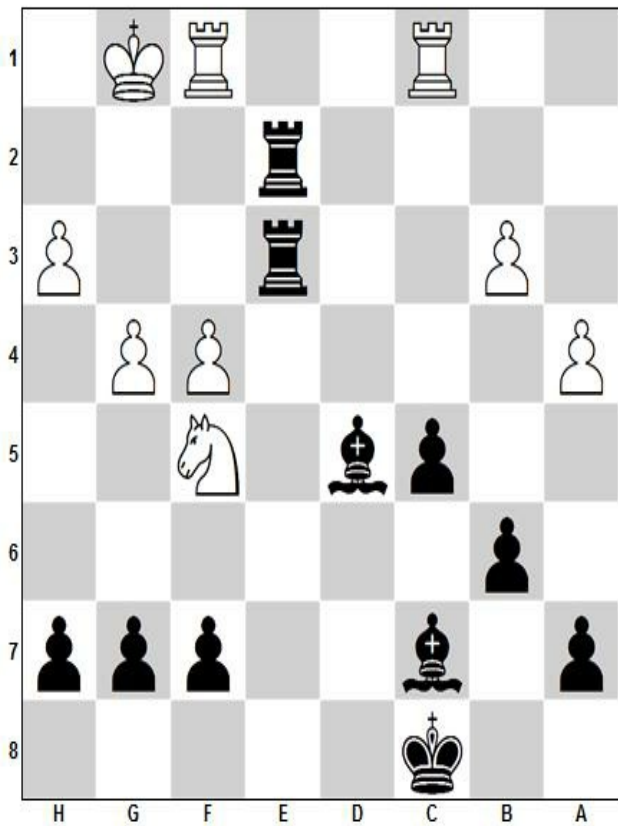
(396) Black to move



19...Qxe5+ Even though black can capture the bishop on f7, he should first capture the pawn on e5 with check, since he can still win the Bishop after White gets out of check with **20...Kxf7**.

From the game Alexander Gitis (1995) – Paul Anderson (1734), Hillside Fundraiser, Round 2, April 5, 2003

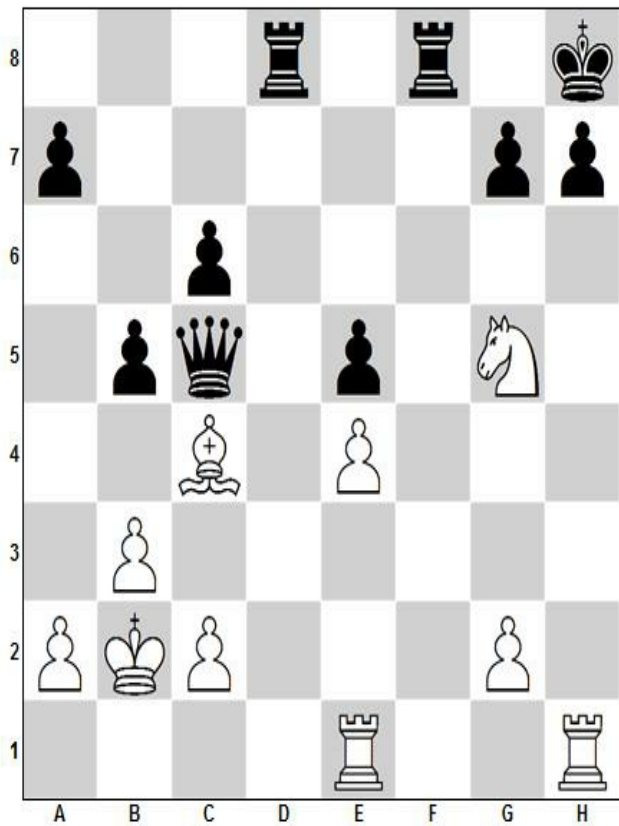
(397) Black to move



26...Rg2+ 27. Kh1 Rxh3# is a nice mate
in two

From the game Dieter Sievert (1191) –
Peter Cobb (1454), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

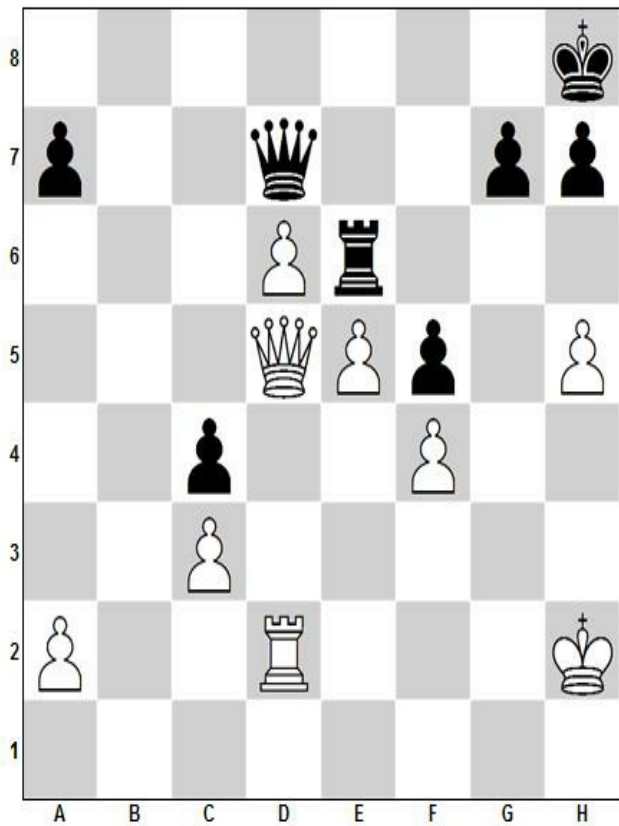
(398) White to move



23.Rxh7#

Missed in the game ZonaGrad (1470) –
sTpny (1313), Rated blitz match 3 0,
November 2, 2011

(399) White to move



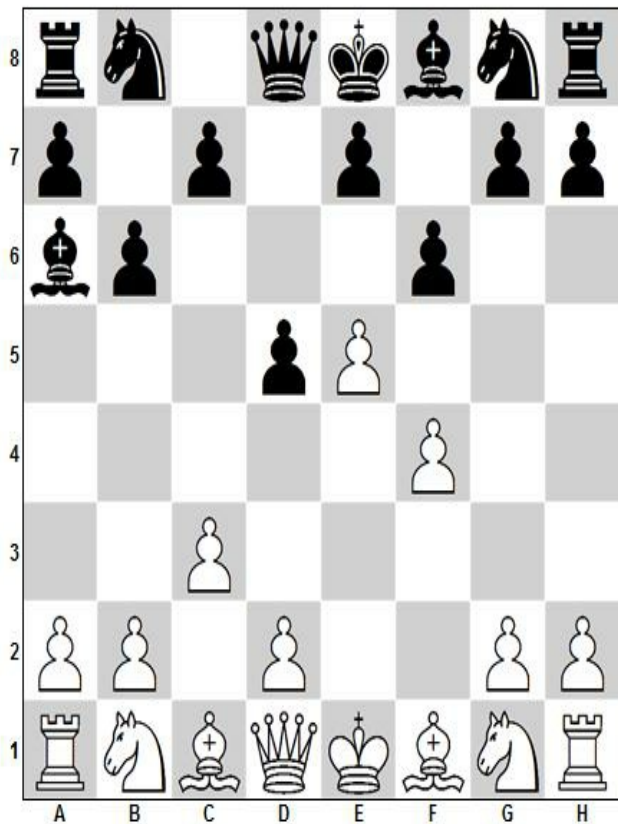
40. Qxe6 and even though White gives up the Queen, there is no way for Black to stop from the d pawn from queening, **40... Qxe6 41. d7 h6 32. d8=Q+**

Missed in the game Larry Wutt (1860) – Anthony Cordova (1477), 2008 Colorado Open, Round 1, August 5, 2008.



Problems 400-499

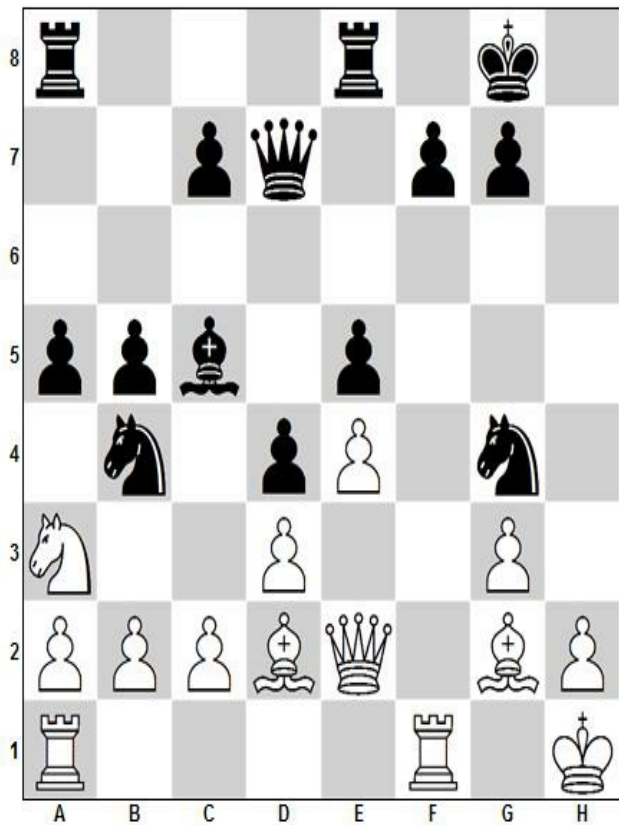
(400) White to move



5.Bxa6 wins a piece after **5...Nxa6 6.**
Qa4+ forking the King and Knight

Missed in the game Peter Cobb (1454) –
mennodepenno (1299), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

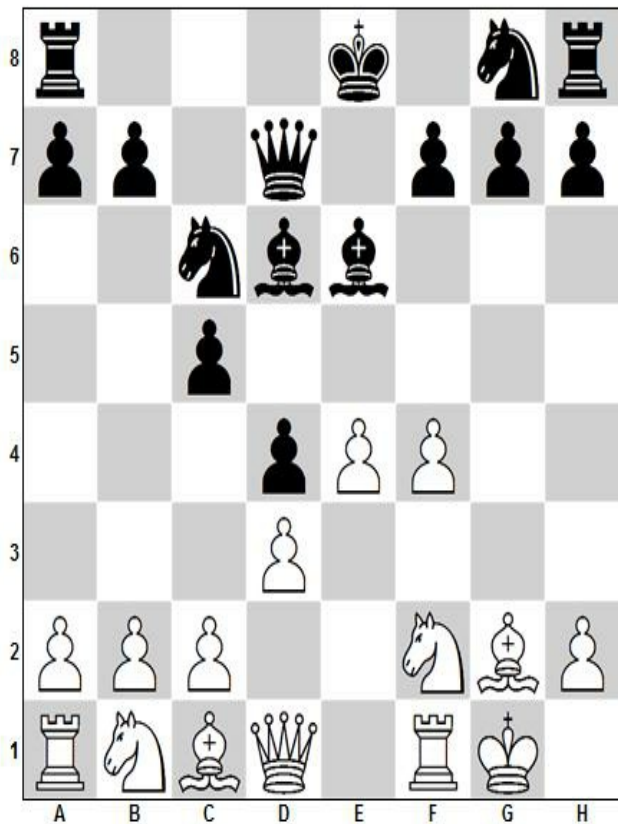
(401) White to move



19.Bh3 pins and adds a second attacker to the Black Knight on g4. There is no way for black to save this piece. If **19... f5 20. Rxf5**

From the game hedonist (1692) – petaar (1521), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

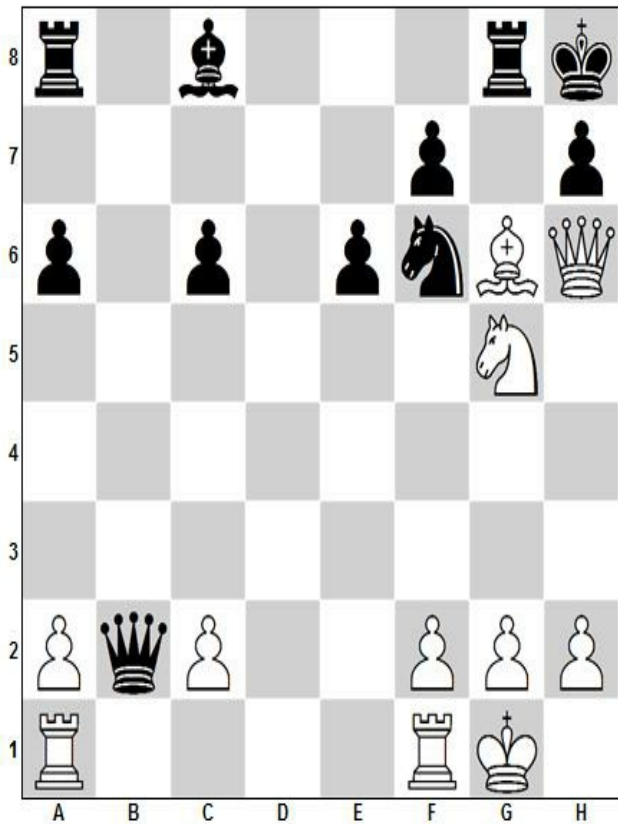
(402) White to move



11.f5 traps the Bishop

From the game hedonist (1692) –
gothcharles (1638), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

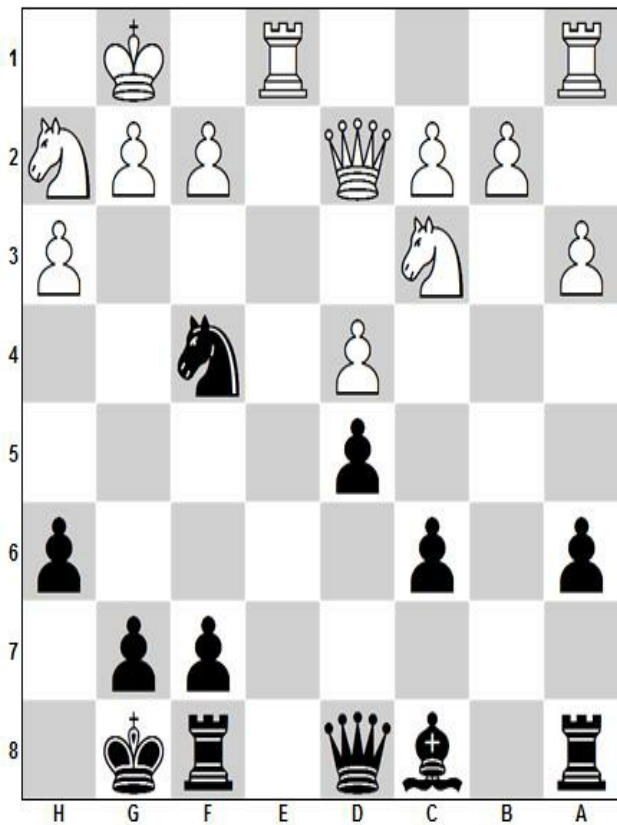
(403) White to move



20.Nxf7#

From the game Mjolnir – Blacklespaul,
RHP rated blitz, February 16, 2009

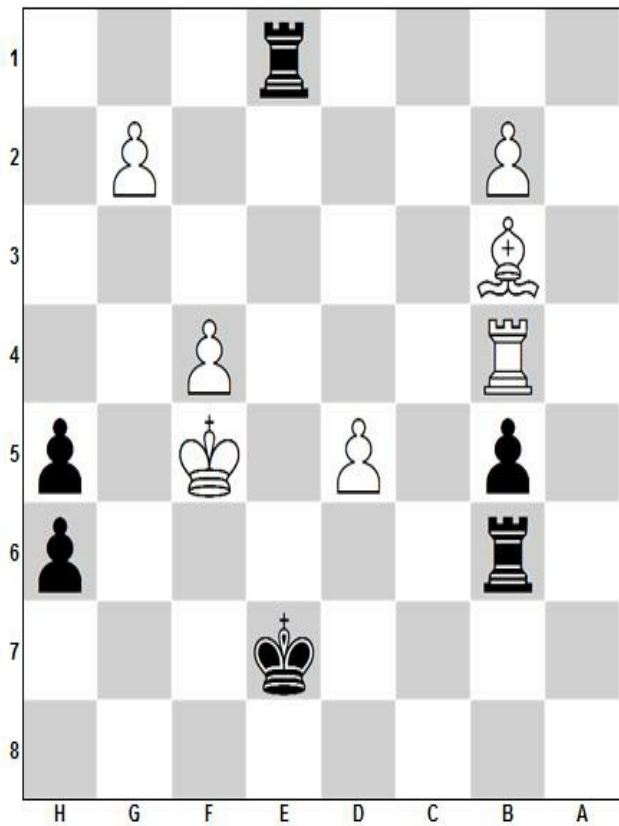
(404) Black to move



17...Qg5 threatens mate with *18...Qxg2*, and sets up a deadly discovered check. For example *18. g3 Nxh3+ 19. Kg2 Qxd2* winning the White Queen.

From the game Fred Ryan (1396) – Sgillis (1342), Open invite, redhotpawn.com, January 20, 2009

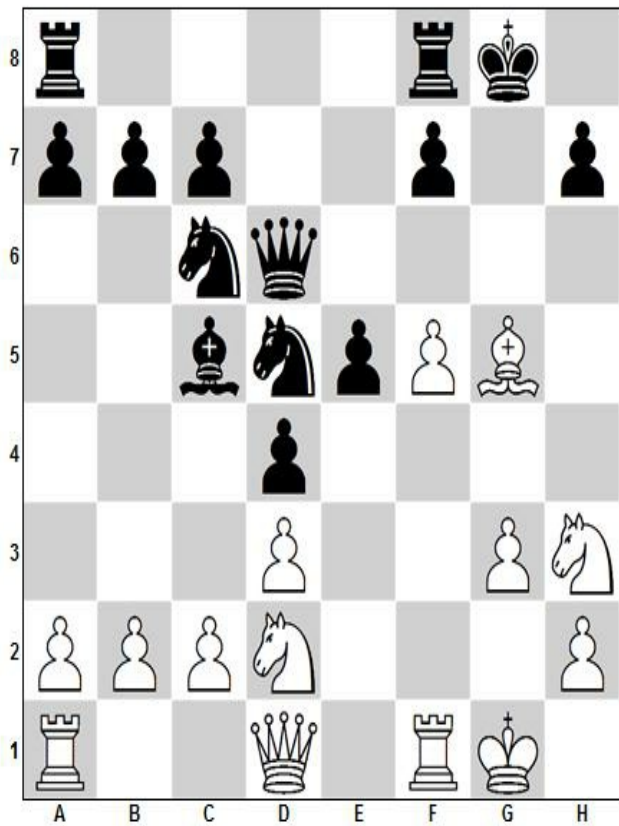
(405) Black to move



39...Rf6# an interesting checkmate

From the game Edward Epp (2009) –
Marc Larocca (2100), MCC Winter
Warmer Swiss, Round 3, January 17,
2006

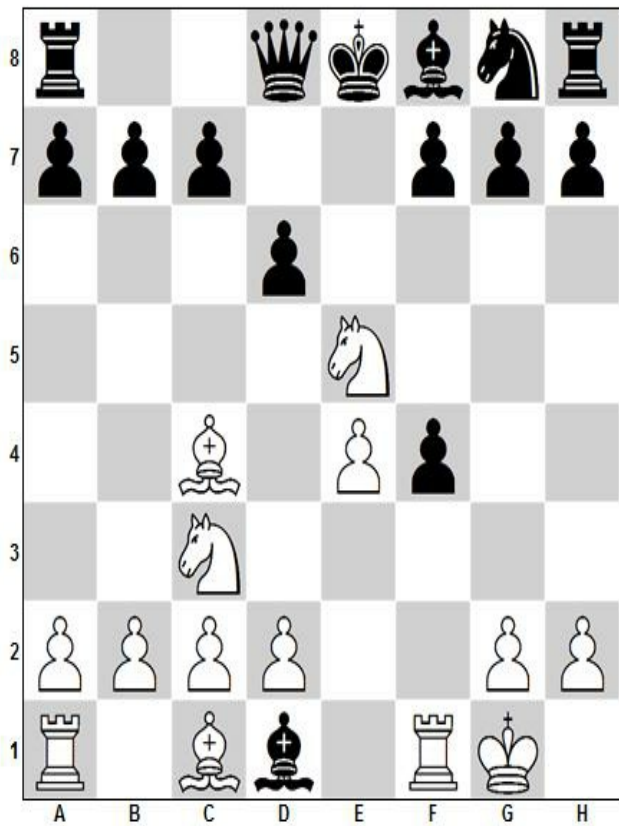
(406) White to move



16.Ne4 forks the Black Queen and Bishop. There is no retreat square for the Queen where she can still protect the bishop.

From the game hedonist (1692) – Peter Cobb (1454), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

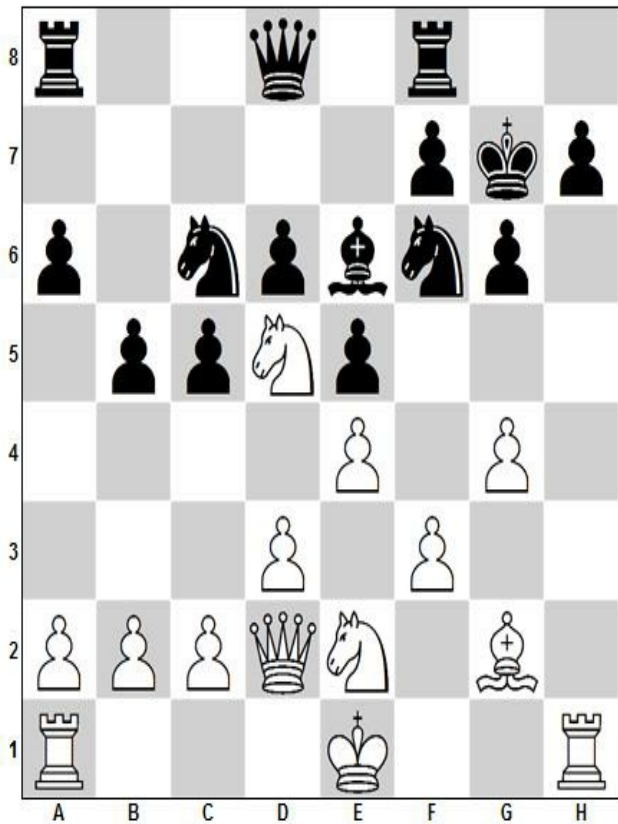
(407) White to move



8.Bxf7+ When the king moves up it is then checkmate from the knight on d5. **8... Ke7 9. Nd5#** This is the famous L gal's mate. White has cleverly sacrificed his queen on d1 for this sneaky checkmate.
[http://en.wikipedia.org/wiki/L gal's mate](http://en.wikipedia.org/wiki/L%C3%A9gal's_mate)

From the game Konhen (1463) – Karl Heinz Gl nz (1185), Challenge, redhotpawn.com, January 10, 2009.

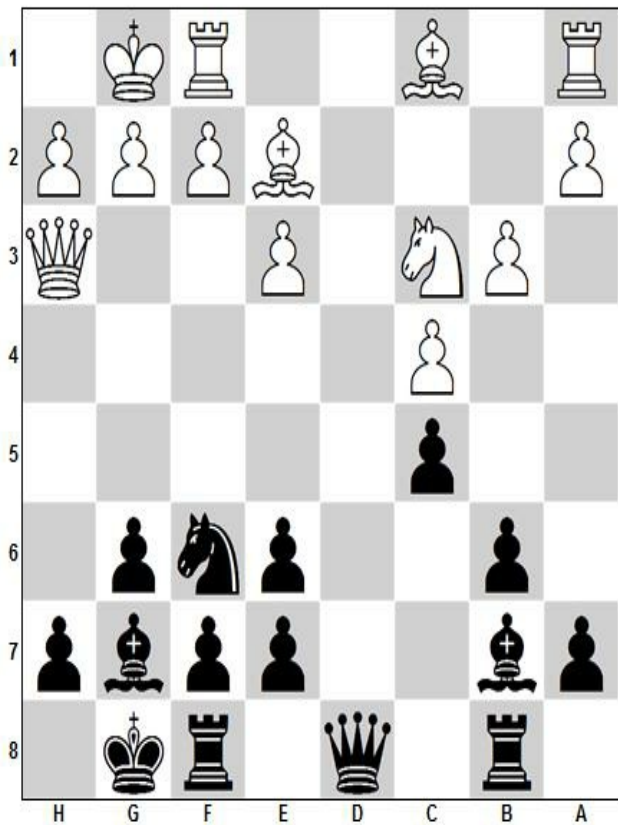
(408) White to move



17.Qh6+ and after the king moves to either g8 or h8, the white knight trades for the knight on f6, which then allows the queen to capture the pawn on h7 with checkmate. ***17...Kg8 18. Nh6+ Qxf6 19. Qxh7#***

From the game Gallicrow – Guest396280, Friendly Game, 5m +0s, January 22, 2009

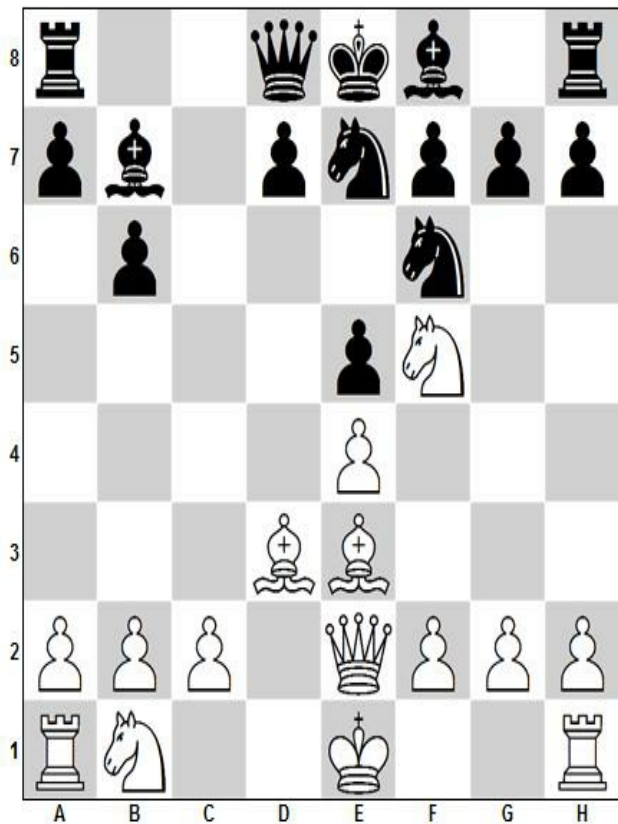
(409) Black to move



13...Ne4 discovered attack. The White Knight on c3 is double attacked and pinned, so Black will either win the Knight or capture the White Rook on a1 after the White Knight moves. **14. Nxe4 Bxa1**

From the game Duecer (1030) – Dlapetina (1557), 2009 Championship, redhotpawn.com, Round 1, January 2, 2009

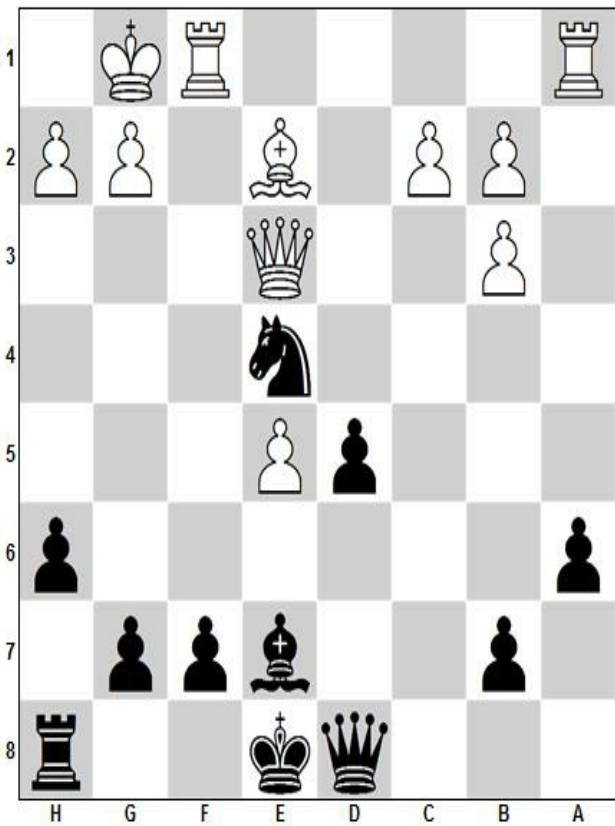
(410) White to move



9.Nd6# smothered mate

From the game *Swissgambit* (2008) –
Kinboshi (1641), redhotpawn.com,
Atheist Cup 2, Round 2, June 24, 2008

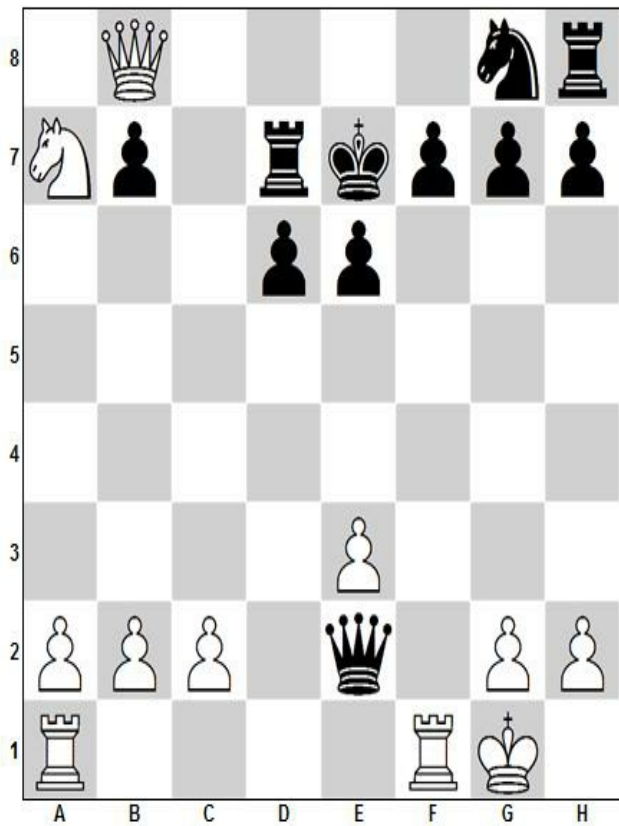
(411) Black to move



17...Bc5 Pins the White Queen to the King.

From the game Red House (1631) –
porygon (1958), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

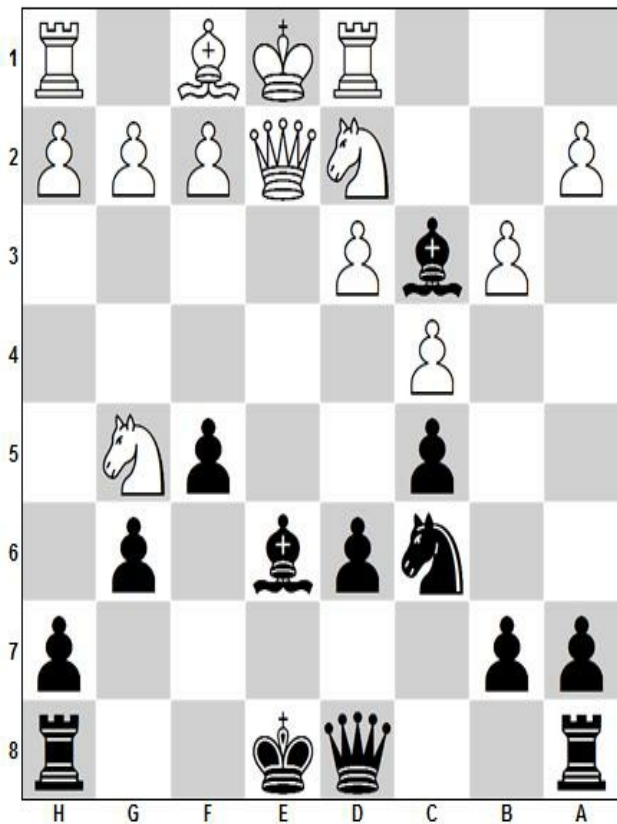
(412) White to move



19. Nc8+ forces the Black King to the 8th rank, and after any King move, **20. Nxd6** discovered check **Ke7 21. Rxf7#**

From the game Ehilu (1875) – Genedestia (1379), redhotpawn.com, Challenge, June 18, 2008

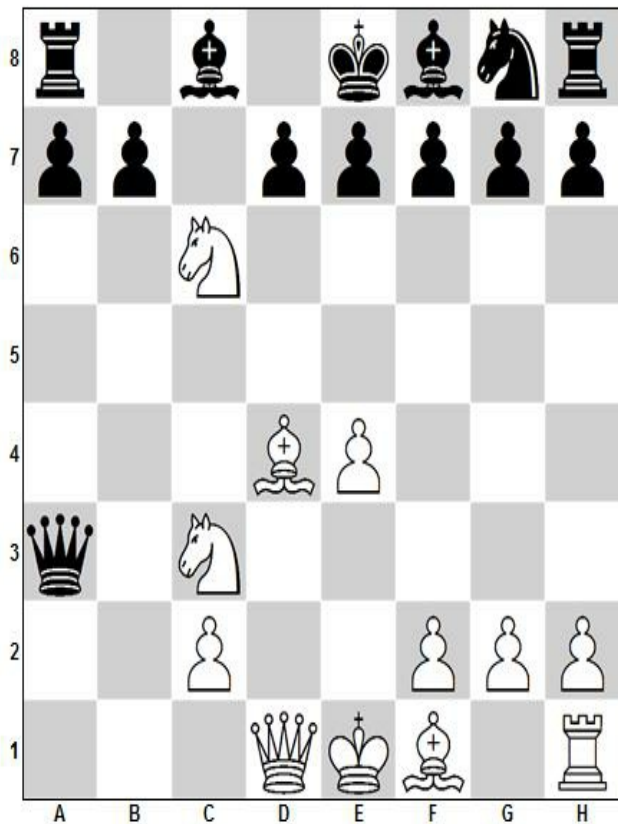
(413) Black to move



13...Nd4 and White cannot save the Queen and prevent the smothered mate Nc2#. If **14. Qe3 Nc2+** forks the King and Queen.

From the game Leonidas (1357) –
Amolv06 (1532), redhotpawn.com,
October 2008 Quartets I, Round 1,
October 22, 2008

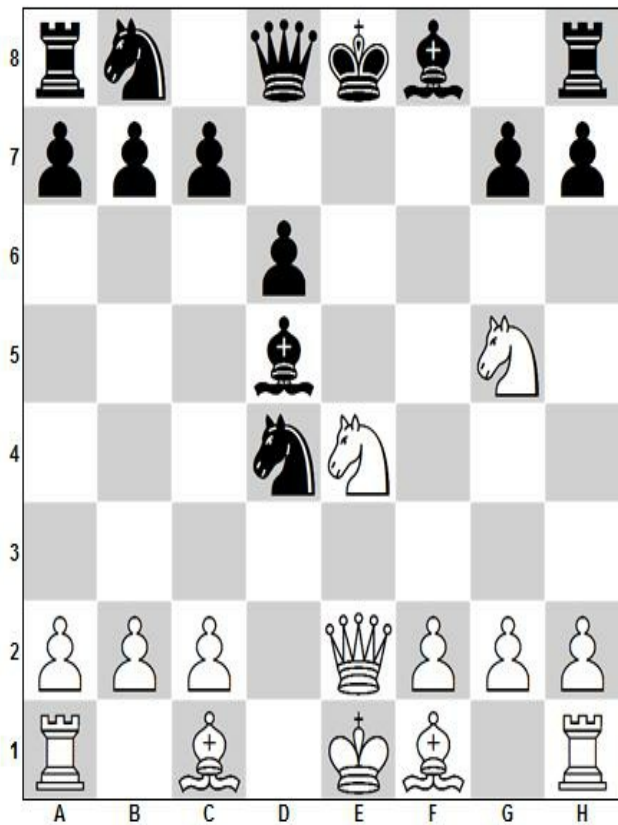
(414) White to move



9.Nb5 Threatening the queen, and also mate on c7 with **10. Nc7#**. The Black Queen cannot find a safe square to guard c7, so this wins the Queen, since Black needs to stop the mate.

From the game Paultopia (1415) – Nibbe (1445), Starless Skirmish Trial Tournament II, Round 2, December 9, 2008

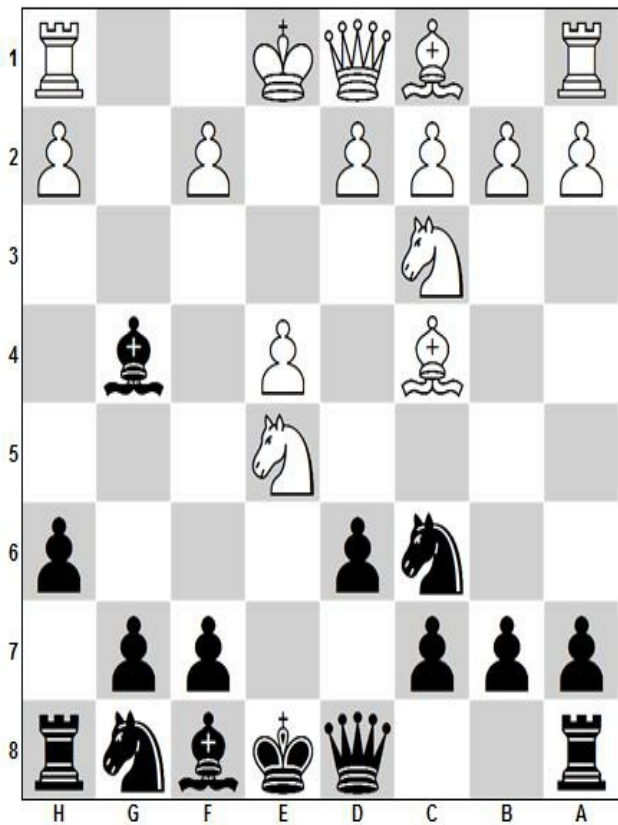
(415) White to move



10.Nf6# Double Discovered Checkmate

From the game Paul Tomaino (1729) –
Jjrosen (1052), redhotpawn.com,
Challenge, April 10, 2008

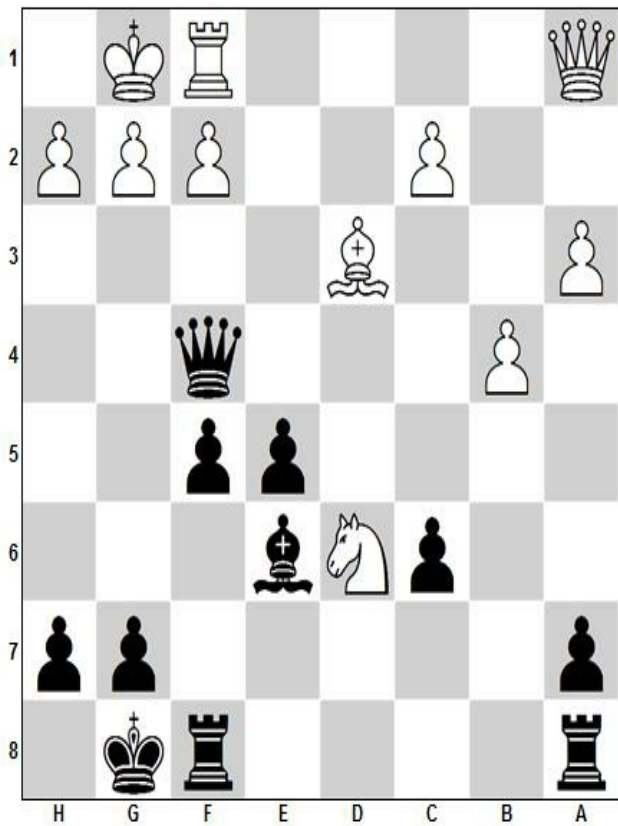
(416) Black to move



6...Nxe5 unfortunately you can't take the queen or you get Legal's mated via 7. **Bxf7 Ke7 8. Nd5#**

Missed in the game O Artem (1172) –
Amsterdamn (1475), Open invite,
redhotpawn.com, February 28, 2007

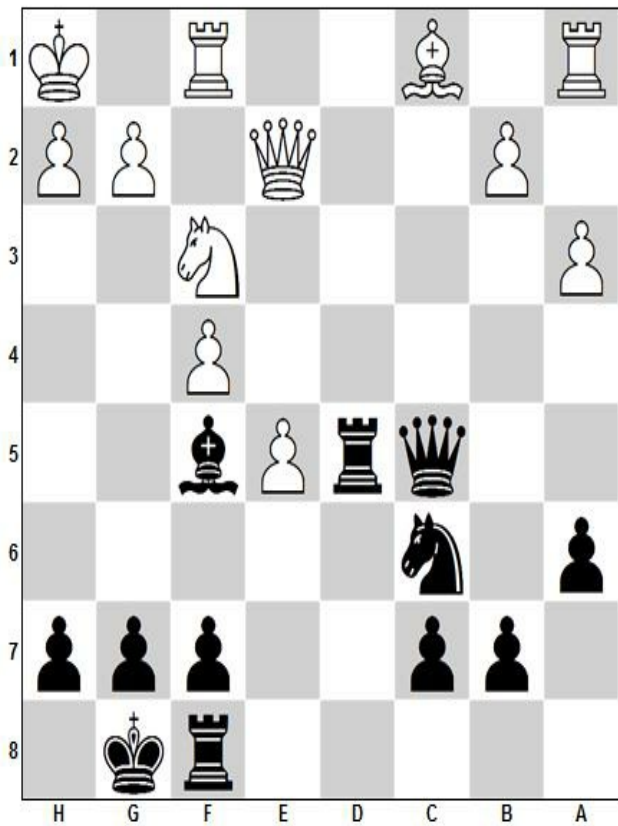
(417) Black to move



18...e4 attacks the White Bishop on d3 and discovers an attack on the White Knight on d6. Black wins a piece.

From the game Red House (1631) –
Arnoud (2343), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

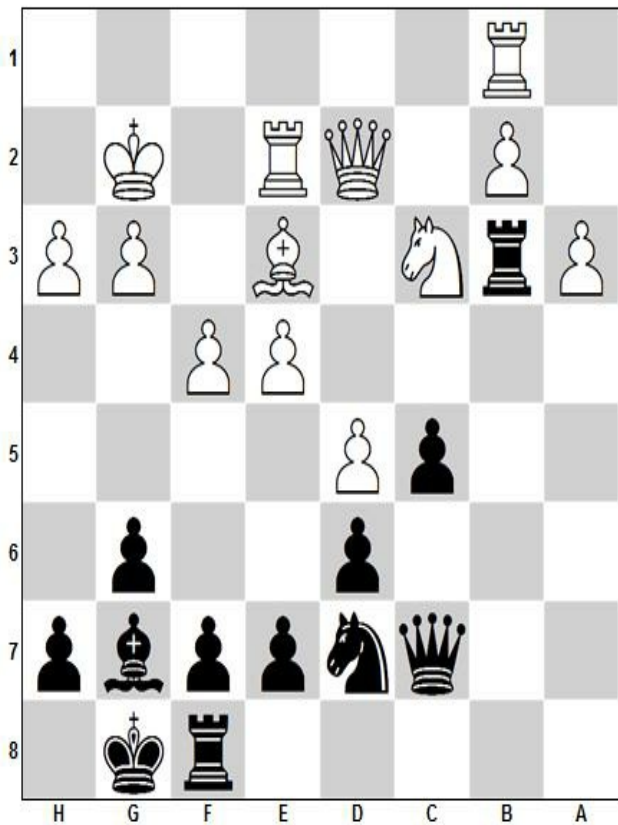
(418) Black to move



19...Bd3 skewers the White Queen and Rook

From the game Inspector5251 (1321) – Red House (1631), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

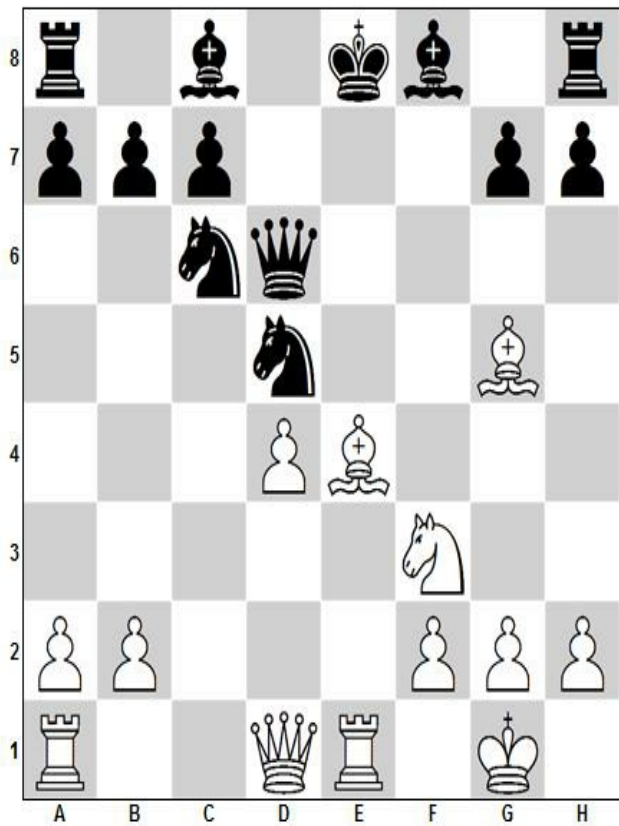
(419) Black to move



20...Bxc3 and white has no good way to recapture. The b pawn is pinned to the Rook.

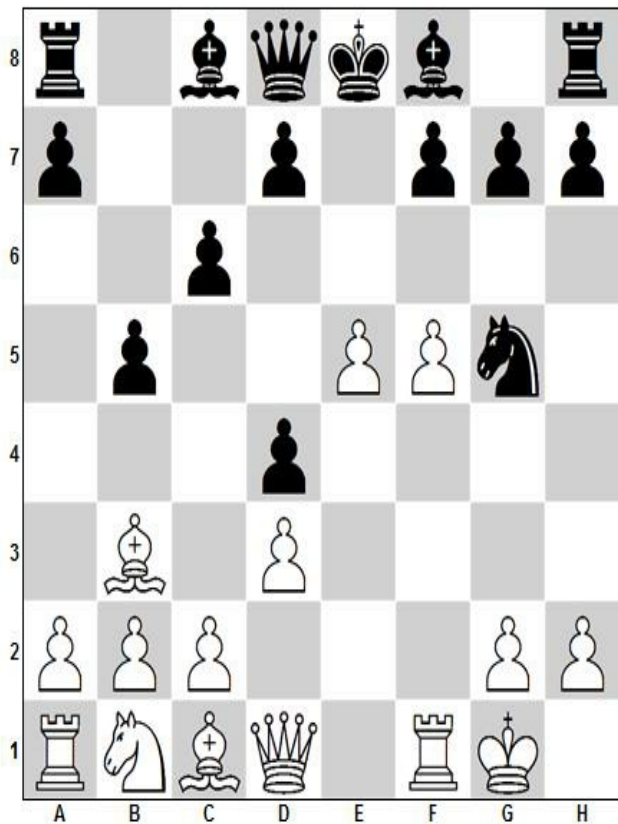
From the game Inspector5251 (1321) – scrappie (1747), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

(420) White to move



13.Bg6+ Double discovered check **13...
Kd7 14. Be8** A beautiful checkmate!

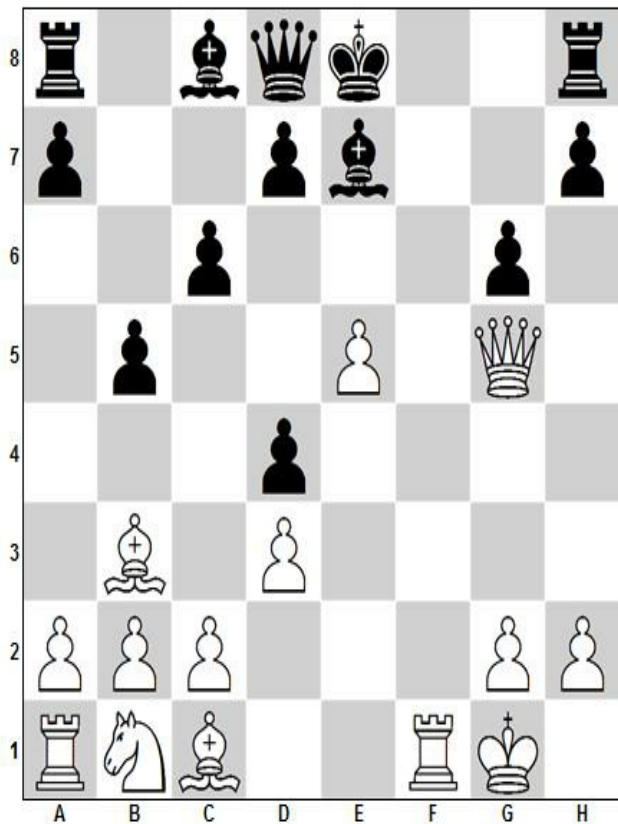
(421) White to move



12.Qh5 attacks the knight on g5, and threatens mate on f7. Black can't meet both threats, and will lose a piece.

From the game Henry23 (1875) – Lohxias (1405), Open invite, redhotpawn.com, September 5, 2008

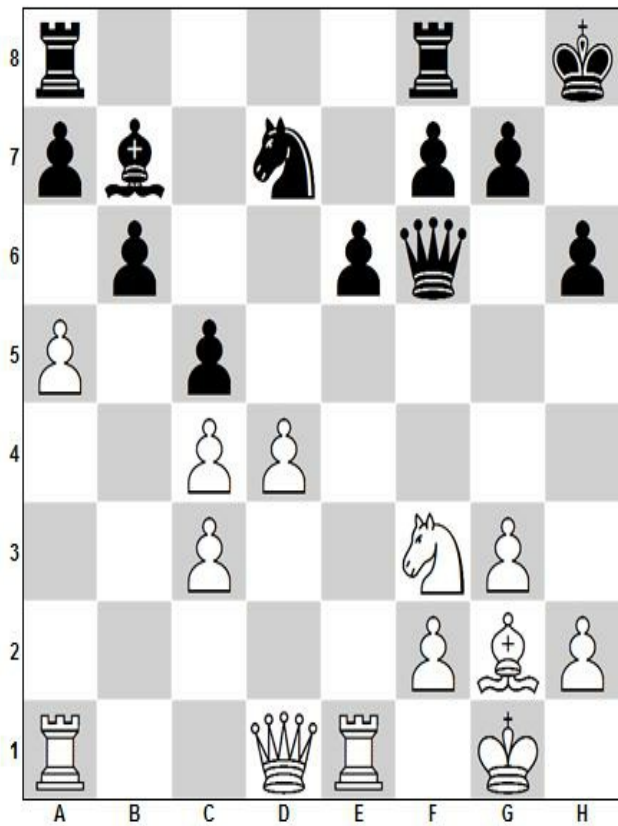
(422) White to move



15.Bf7+ Kf8 16. Qh6#

From the game Henry23 (1875) – Lohxias
(1405), Open Invite, redhotpawn.com,
September 5, 2008

(423) White to move



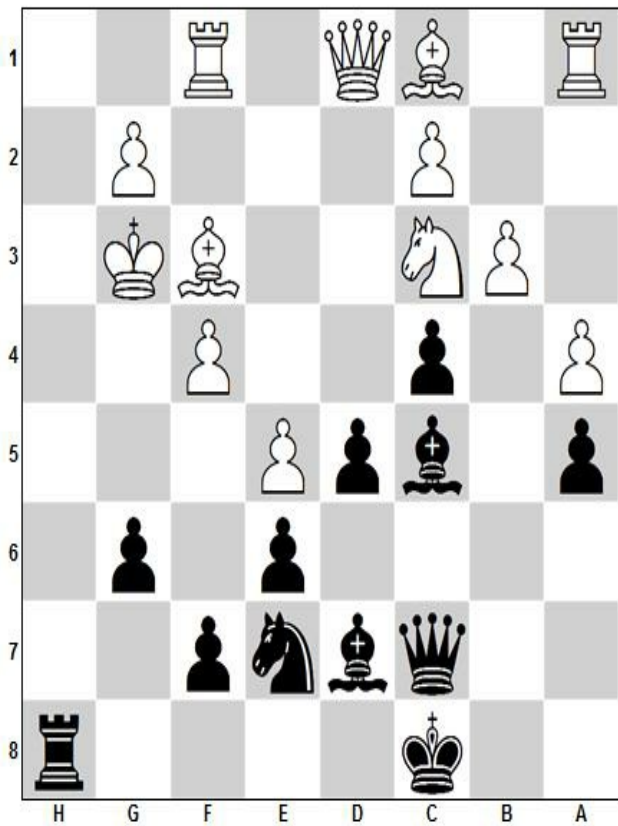
18.Ne5 attacks the Black Knight on d7, and discovers an attack on the Black Bishop on b7.

If **18...Nxe5 Bxb7** and Black has both their Knight and Rook under attack

If **18...Bxg2 Nxd7** forking the Black Queen and Rook

From the game Inspector5251 (1321) – jecidi (1661), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

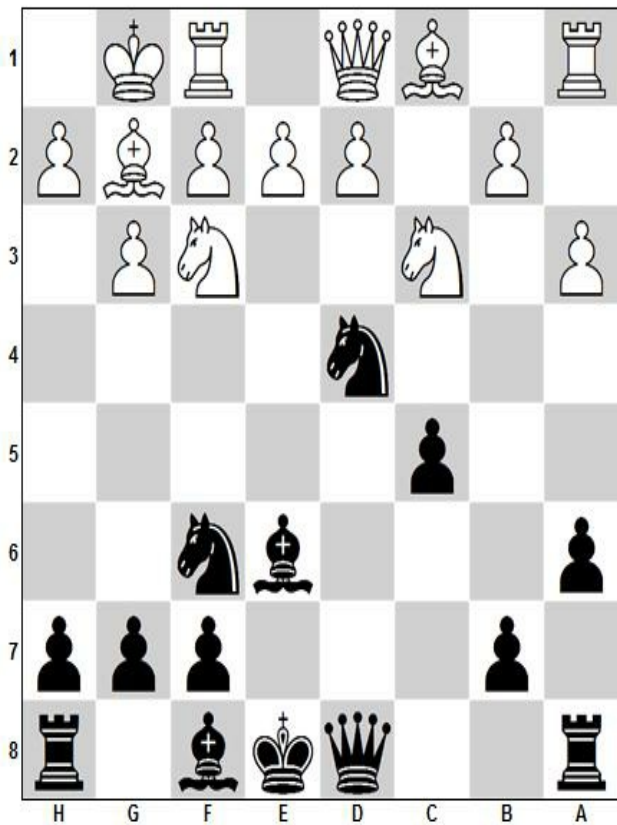
(424) Black to move



19...Nf5+ 20.Kg4 Rh4+ 21.Kg5 Qd8#
(21...Bd8#) and the Fat Lady has sung

From the game t8r10 - Fat Lady, RHP
Blitz rated blitz, September 12,
2008.

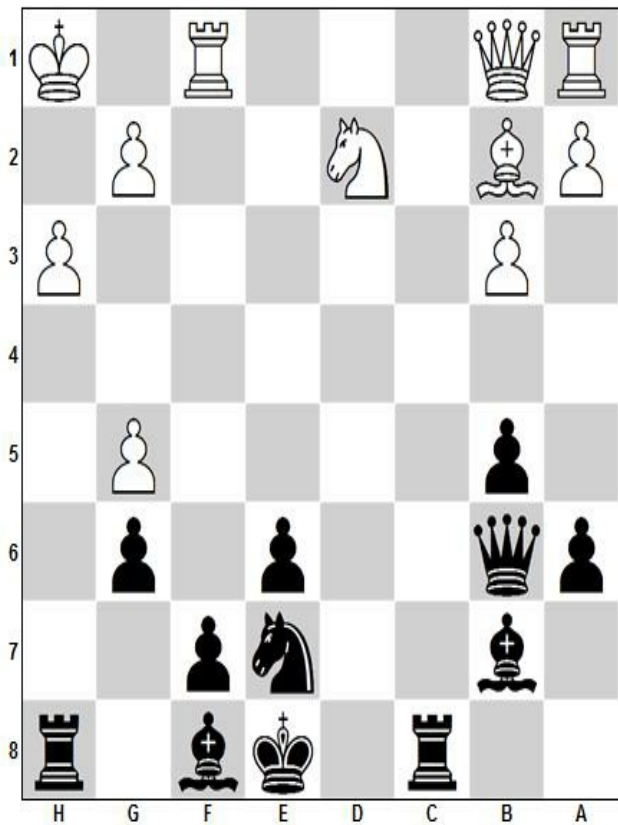
(425) Black to move



9...Bb3 10. Qd1 Nc2 forks the Queen and Rook

Missed in the game porygon (1958) –
Inspector5251 (1321), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

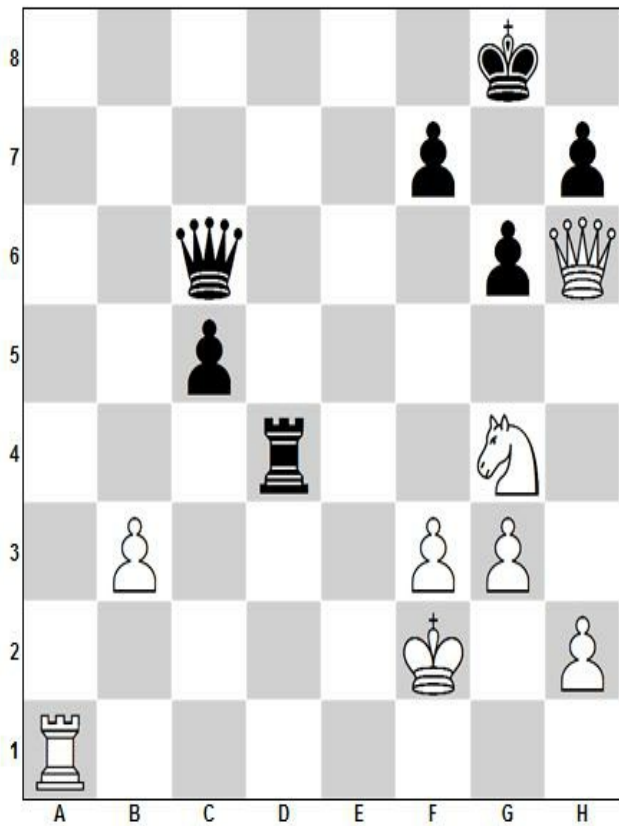
(426) Black to move



20...Rxf3# the g pawn is pinned

Variation from the game Ed Cronin (1387)
– James MacNeil (1627), 1999 Colorado
Open, Round 4, Denver, September 7,
1999.

(427) White to move



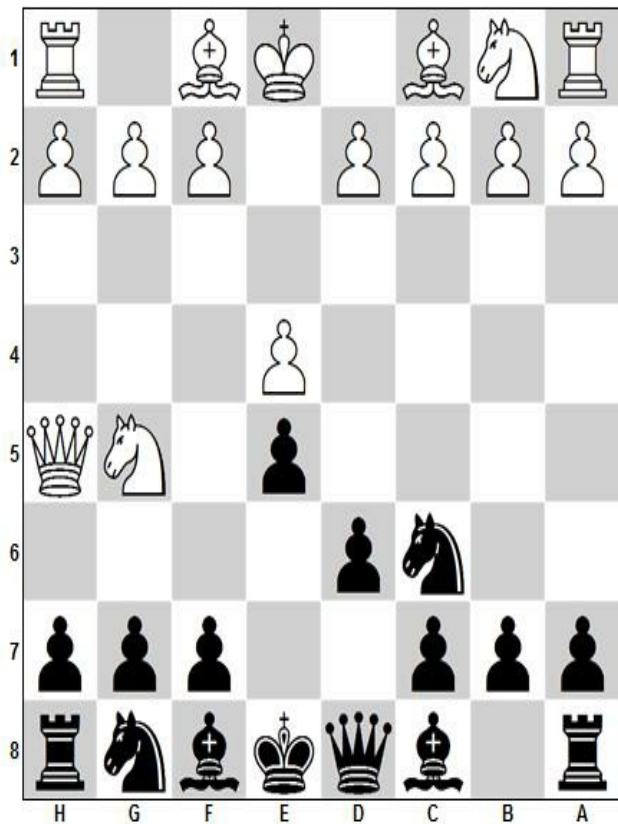
32.Ra8+ all roads lead to mate.

32...Qxa8 33.Nf6+ Kh8 34.Qxh7#

32...Rd8 33.Rxd8+ Qe8 34.Rxe8#

From the game John Schultz (1556) –
Dean Brown (1429), 2003 Winter Springs
Open, Round 3, Colorado Springs, CO,
December 7, 2003

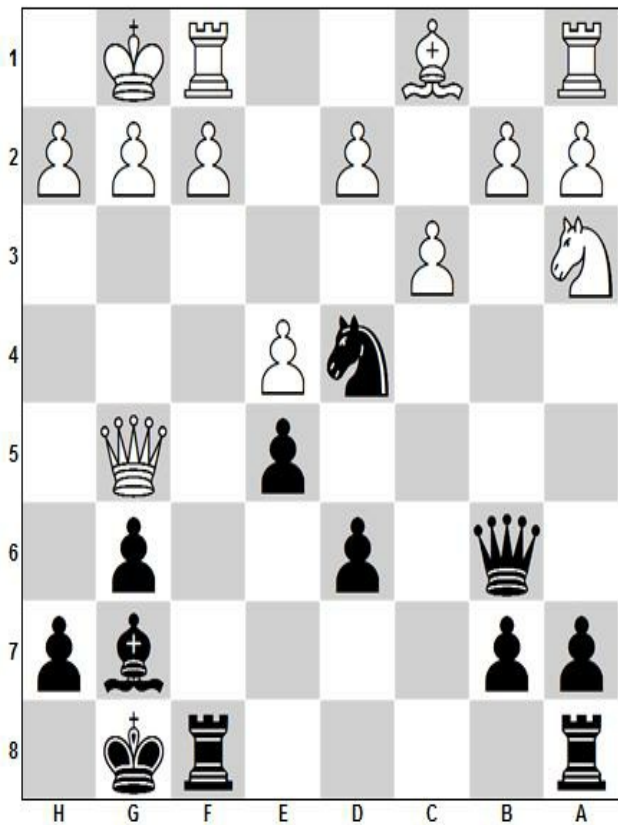
(428) Black to move



4...g6 prevents the mate on f7. White is in trouble after **5. Qh4 Be7** and there is no way to save the Knight that is pinned and attacked twice. Black wins a piece.

From the game Hosea (1628) –
Pureredwhiteandblue (1859), 15 minute
game, chesscube.com, September 7, 2008

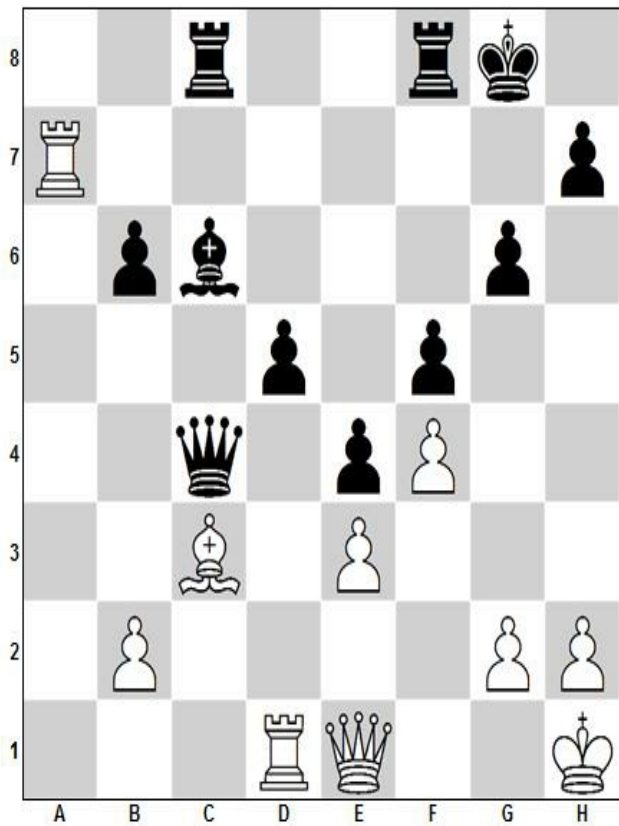
(429) Black to move



14...Ne2+ removes the White King from the defense of the f2 pawn, which is now attacked twice. **15. Kh1 Rxf2**

From the game Hosea (1628) – Pureredwhiteandblue (1859), 15 minute game, chesscube.com, September 7, 2008

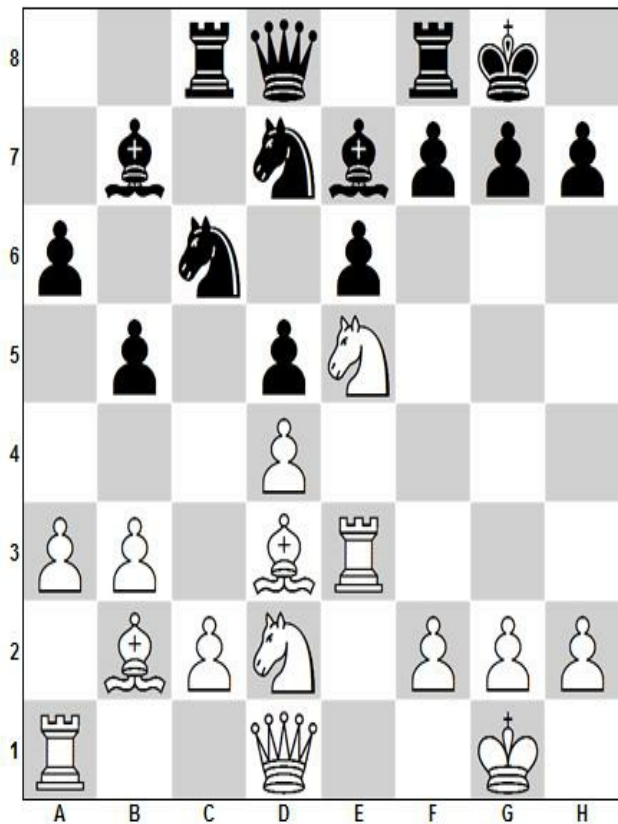
(430) Black to move



31.Rg7+ Kh8 32. Qh4 leads to mate

From the game Paul Anderson (1734) –
Ricardo Schianffino (974), Hillside
Fundraiser, Round 1, April 5, 2003

(431) White to move



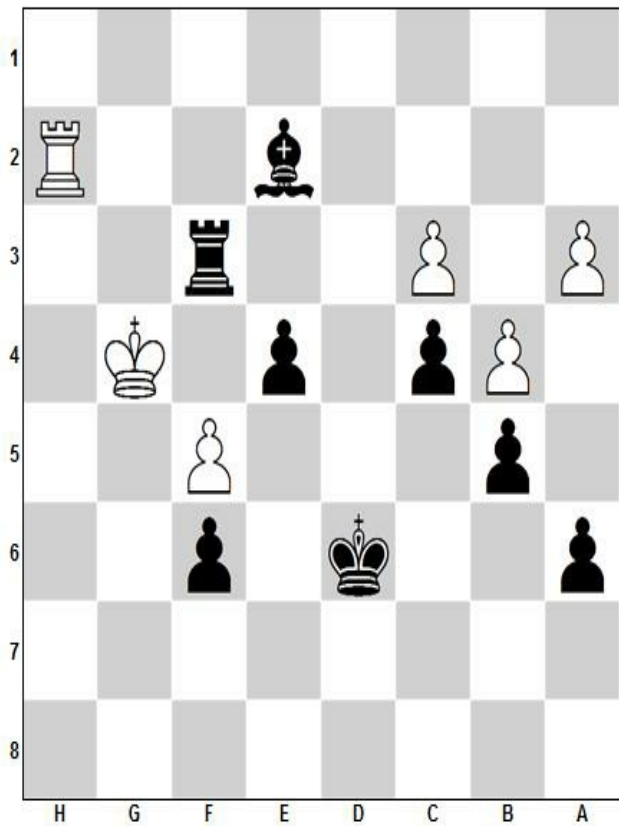
14.Bxh7+ the classic “Greek Gift” sacrifice.

http://en.wikipedia.org/wiki/Greek_gift_sacrifice

White will followup the attack with moves like **Rh3**, **Qh5**, and Black is in trouble regardless if they accept the “gift” or not. This is a complicated tactical idea, but a good one for future study, as it comes up often.

From the game Eladar (977) – Zdveslo (1459), ICS rated blitz match, September 7, 2008

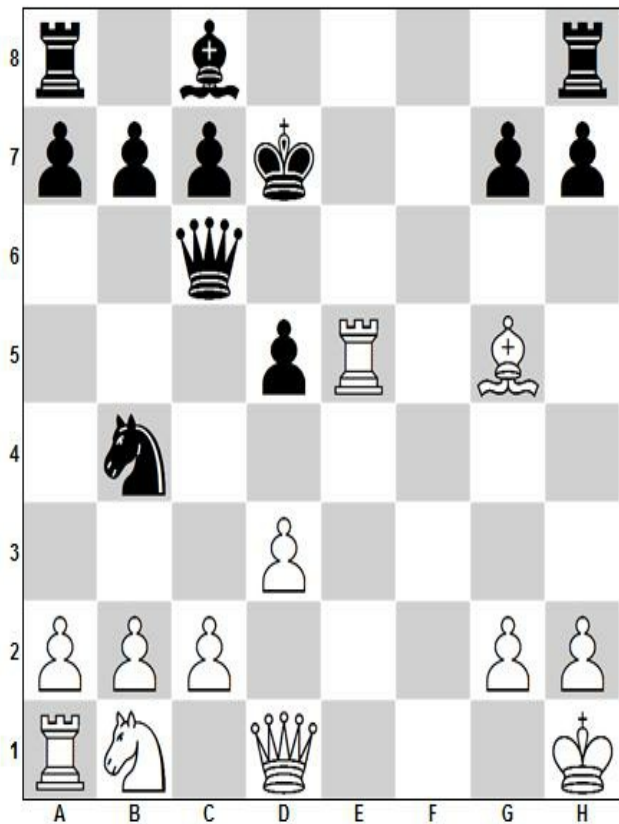
(432) Black to move



52...Rf2+ discovered check, helping Black trade down into an easily won endgame. **53. Kg3 Rxf2 54. Kxf2**

From the game GoodKnight2U (1535) – Calexico (1983), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

(433) White to move



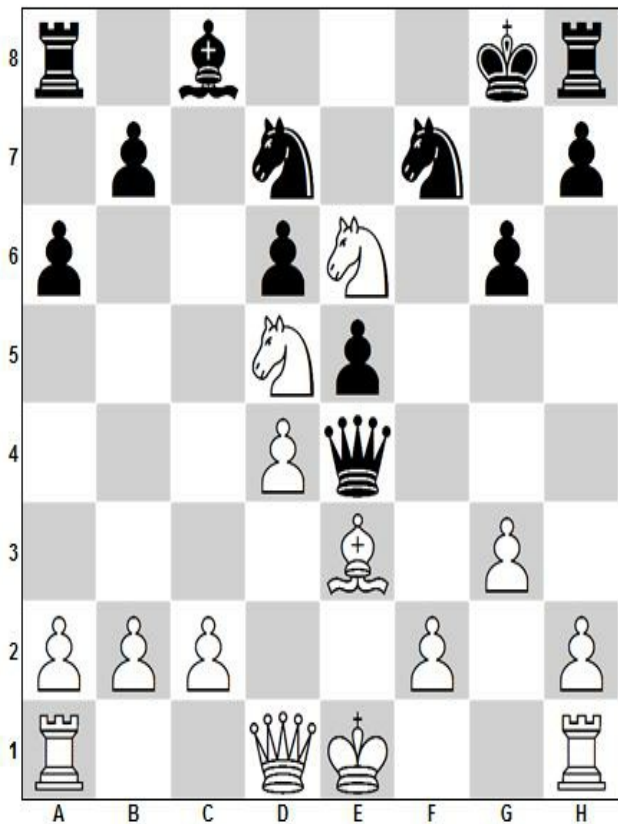
17.Qg4+ leads to mate

17...Kd6 18.Be7+ Kxe5 19.d4#

17...Qe6 18.Qxe6#

From the game Gatusso (1806) – Damian Balinski (1885), July 2008 Grand One Seven I, redhotpawn.com, Round 1, July 8, 2008

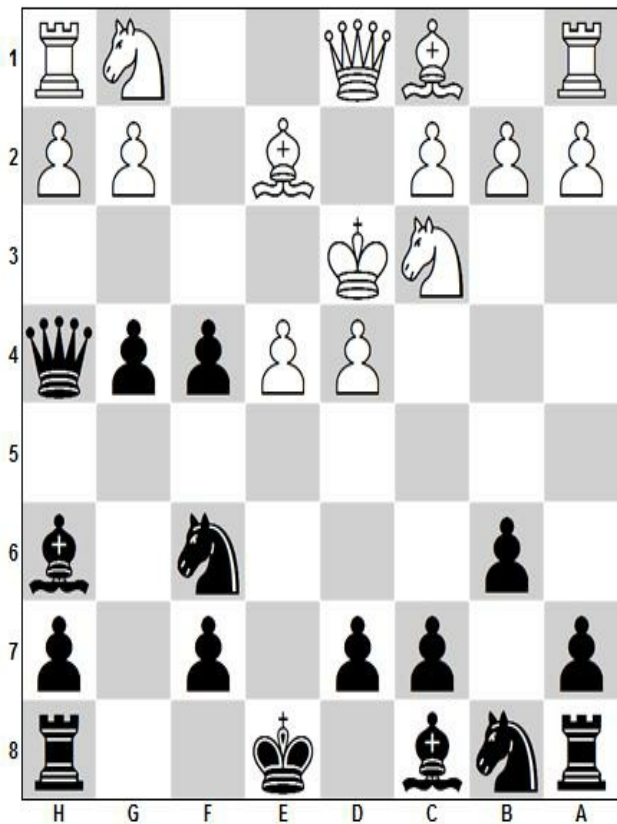
(434) White to move



16.Ne7# A cool checkmate with 2 knights.

From the game Pizzaoliveb (2165) –
Drmajorbob (2034), Challenge,
redhotpawn.com, April 2, 2004

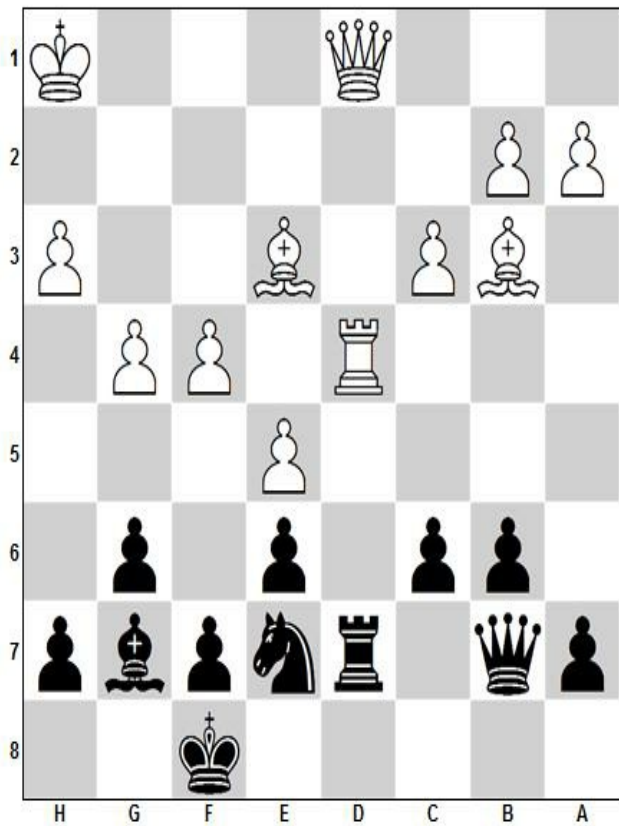
(435) Black to move



7...Ba6+ runs White out of luck. Giving up a piece with **8. Nb5** is the only way to avoid the checkmate. If **8. Kd2 f3#**, which is what happened at the game.

From the game Luck (1417) – Mutt N Stu (1628), King's Gambit (Thematic Tournament) III, Round 1, July 3, 2008.

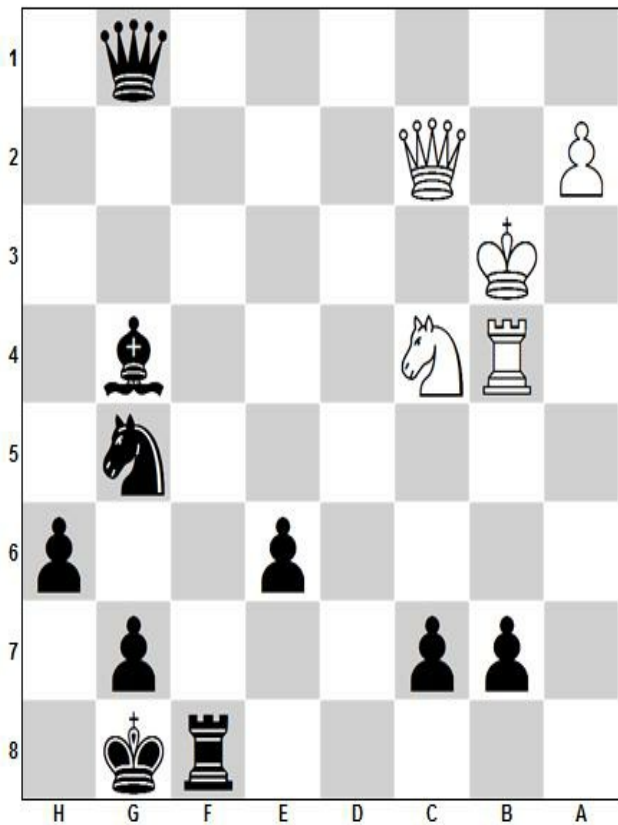
(436) Black to move



29...c5+ Wins the rook on d5 with
discovered check

From the game Richard Buchanan (2117)
– Paul Anderson (1924), May Quad,
Colorado Springs, CO, Round 2, May 27,
2008

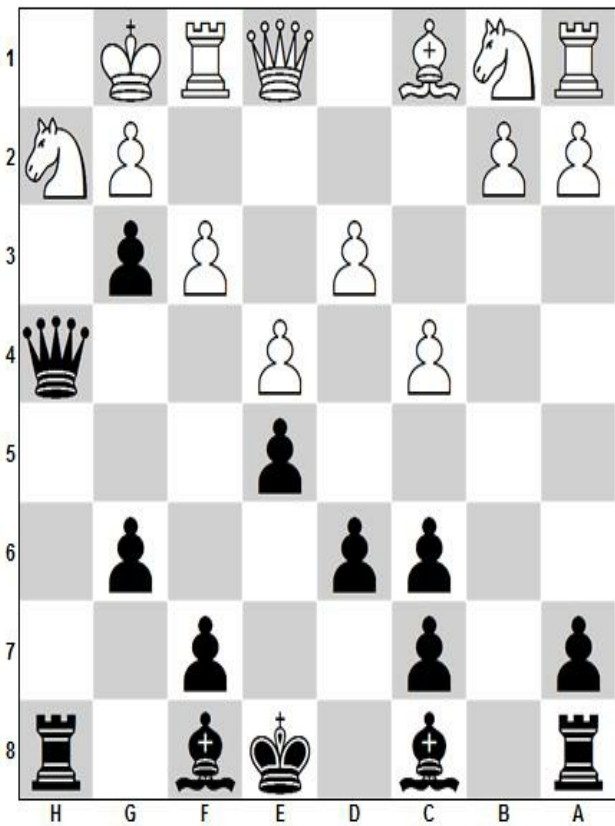
(437) Black to move



35...Bd1 pins the White Queen to the King

From the game runningcamelot (833) –
GoodKnight2U (1535), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

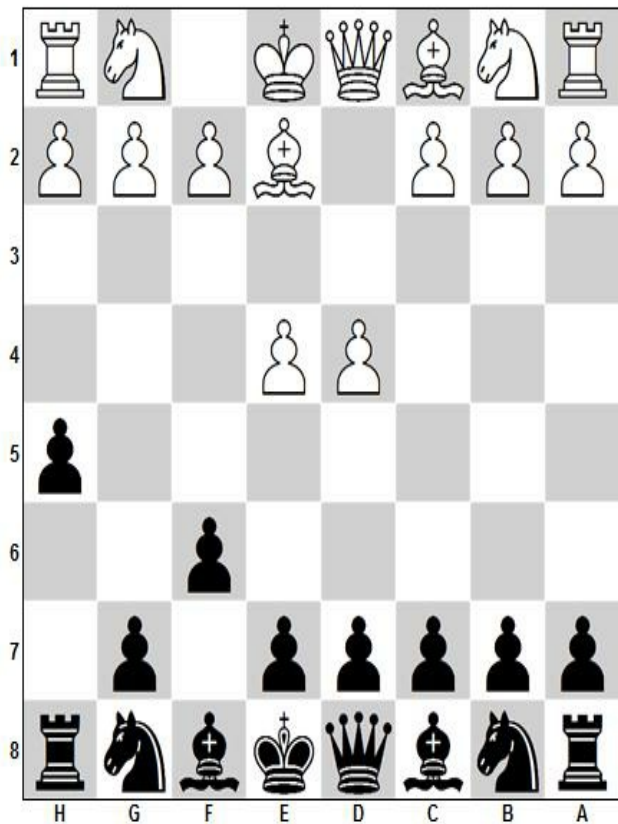
(438) Black to move



12...Qxh2#

From the game Bambee (1256) –
Pureredwhiteandblue (1300), Clan
Challenge, July 24, 2008

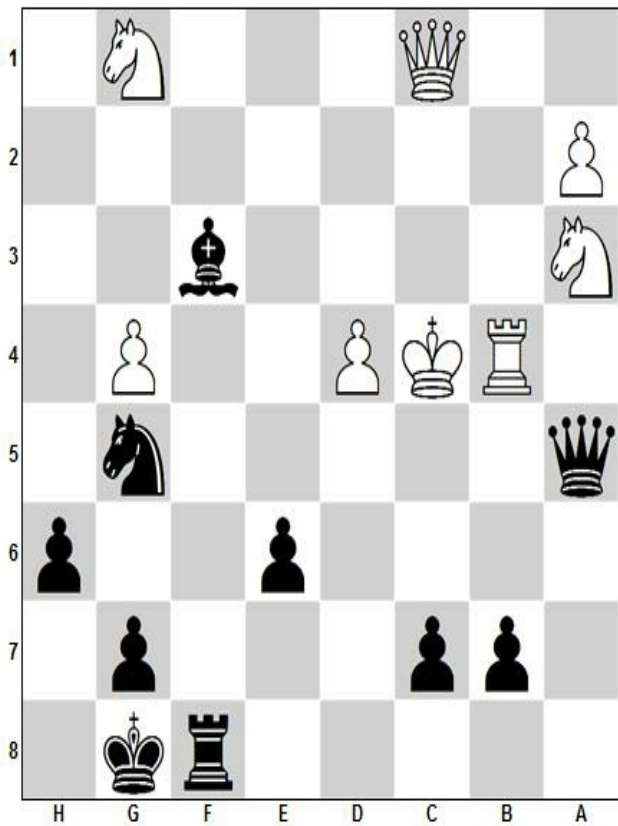
(439) Black to move



3...g6 protects the pawn, and prevents the
checkmate **4. Bxh5 Rxh5 5. Qxh5 g6 6.**
Qxg6# In the game Black played **3...**
g5?? and got mated in this manner.

Missed in the game Crapablanca (1164) –
be my m8 (1185), Challenge,
redhotpawn.com, July 22, 2008.

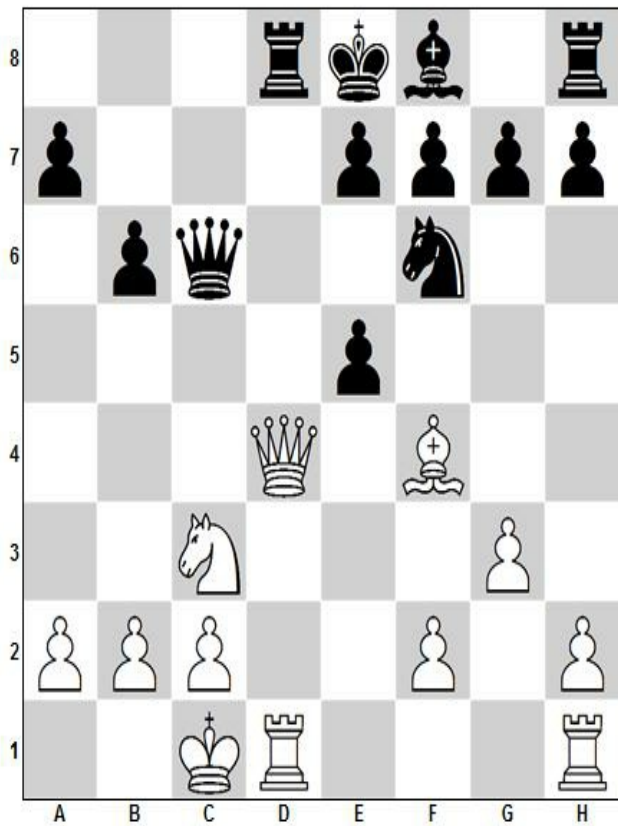
(440) Black to move



28...Bd5+ a remove the defender tactic
29. Kc3 Ne4+ 30. Kd3 Qxb4 winning the
White Rook.

Missed in the game runningcamelot (883)
– GoodKnight2U (1535), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

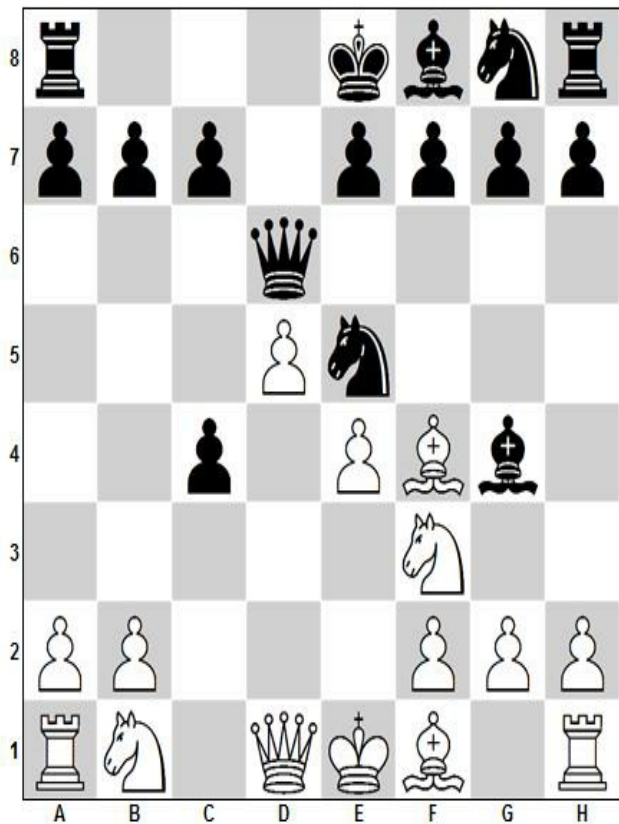
(441) White to move



14.Qxd8#

From the game Mikeyobviously (1203) -
Tombertrand (1082), Challenge,
redhotpawn.com, June 6, 2008

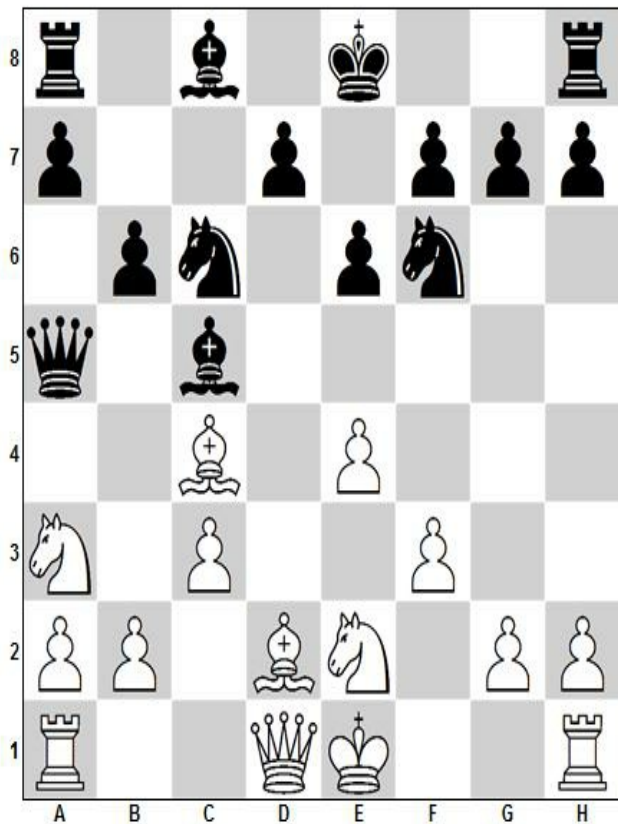
(442) White to move



7. *Bxe5* wins a piece that is attacked twice and only defended once. The pin on the Queen is nothing to worry about, because White will remain a piece ahead after **7... *Qxe5* 8. *Nxe5 Bxd1* 9. *Kxd1***

Missed in the game Mikeyobviously
(1203) - Tombertrand (1082), Challenge,
redhotpawn.com, June 6, 2008

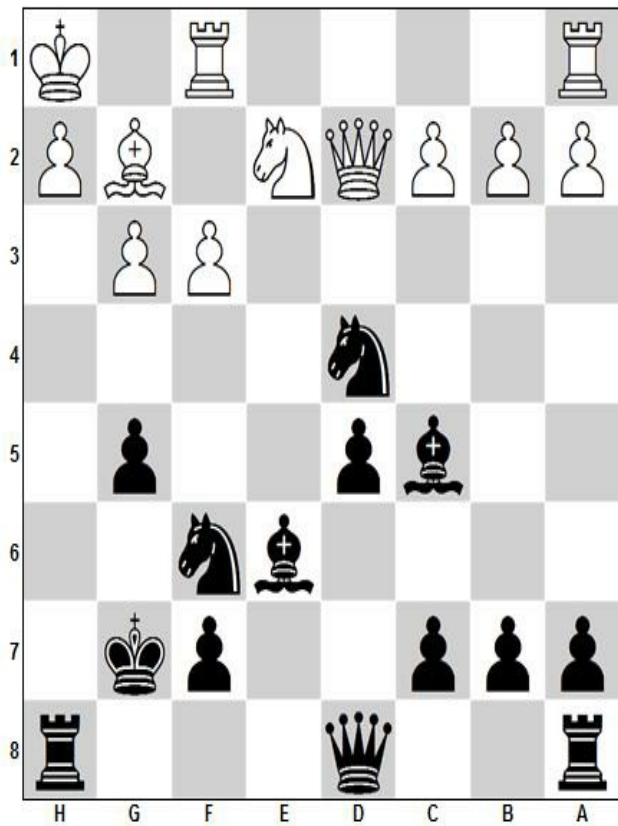
(443) White to move



10.Nb5 threatens **11. Nc6+** and also **11. b4** forking the Black Queen and Bishop. Black cannot meet both threats.

From the game Neilion (1237) –
Mikeyobviously (1203), Open invite,
redhotpawn.com, July 2, 2008

(444) Black to move



17...Rxf2+ a nice rook sacrifice leading to mate.

18.Kxf2 Qh8+ 19.Bh3 Qxf3+ 20.Kg1 Nxe2#

or

18.Kg1 Nxf3#

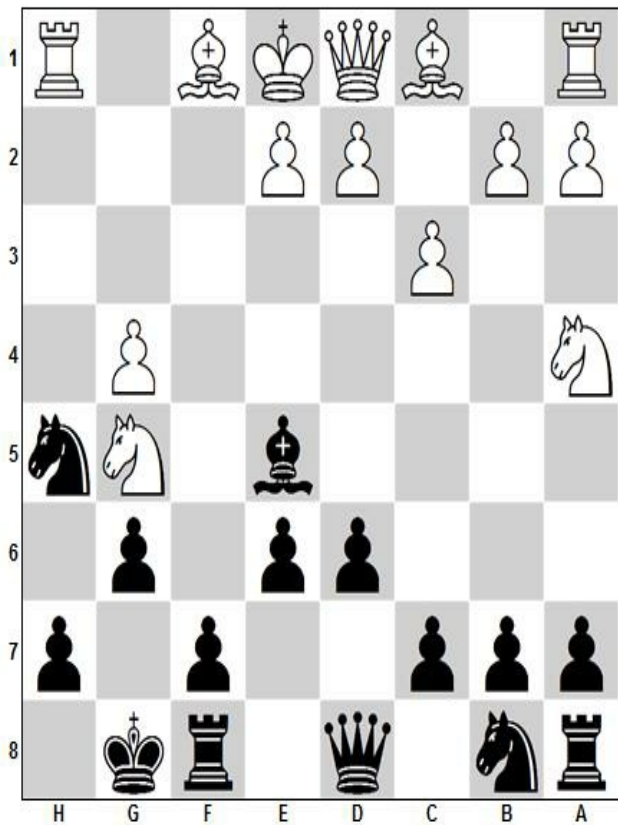
Variation from the game

Pureredwhiteandblue (1340) - Edson

Alonso Lopes (1316), redhotpawn.com,

Clan challenge, February 24, 2008

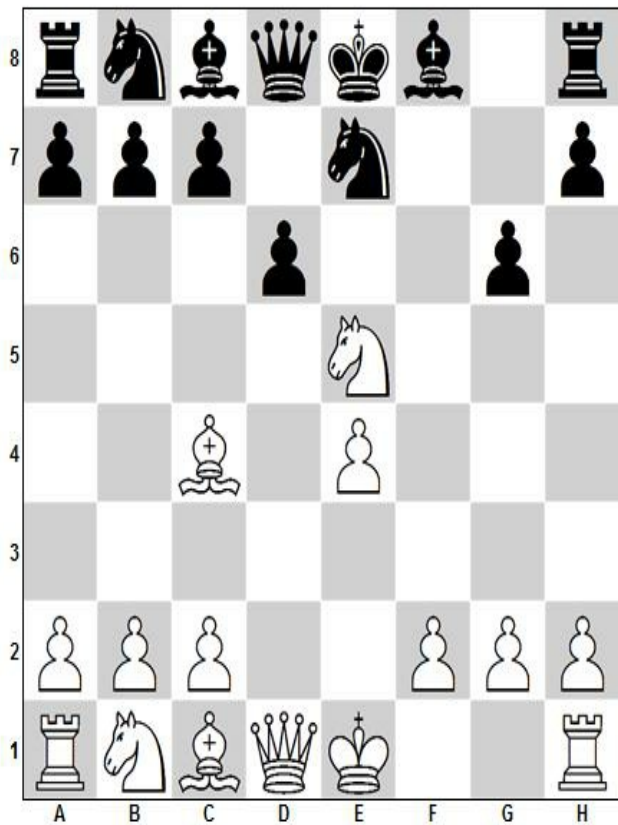
(445) Black to move



10...Bg3# calls in The Wolfe

From the game General Wolfe (1018) –
Sequelchbelch (1657), redhotpawn.com
Challenge, July 6, 2008

(446) White to move

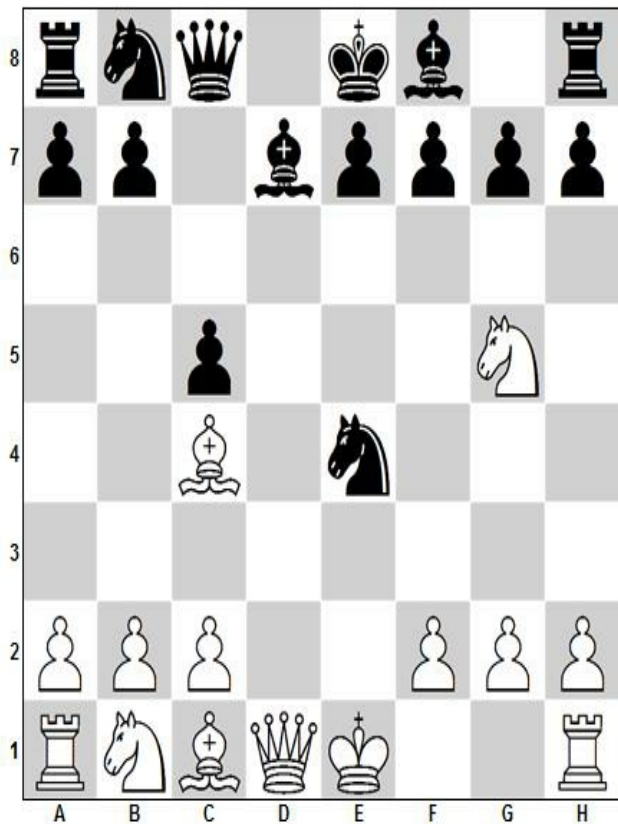


7.Bf7#

The complete game went 1. e4 e5 2. Nf3 f6 3. d4 d6 4. Bc4 Ne7 5. dxe5 fxe5 6. Nxe5 g6 7. Bf7#

From the game Exigentsky –
Simplerastaman, uChess rated, July 8,
2008

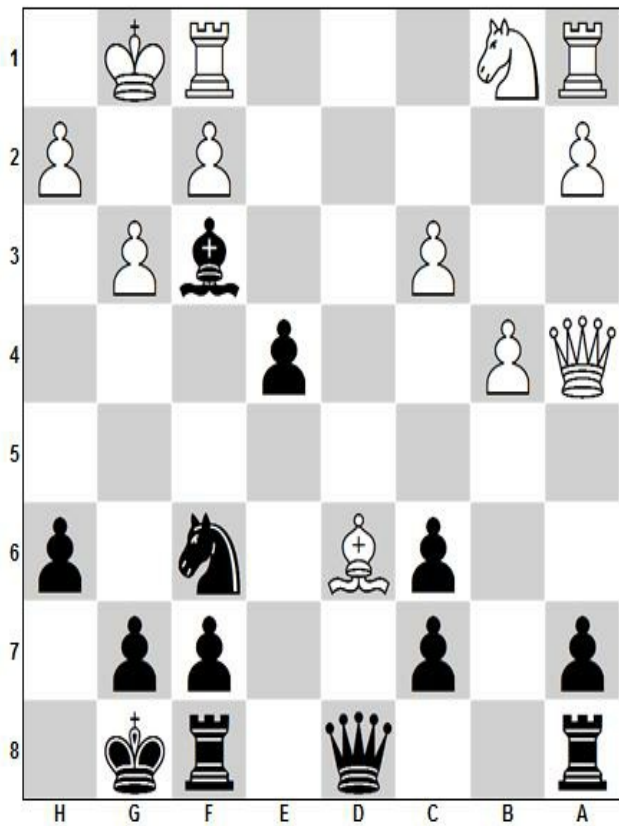
(447) White to move



8. Bxf7+ Kd8 9. Ne6# a cute checkmate

From the game c01efalk (684) –
Radoroadie (831), redhotpawn.com,
Challenge, March 12, 2008

(448) Black to move

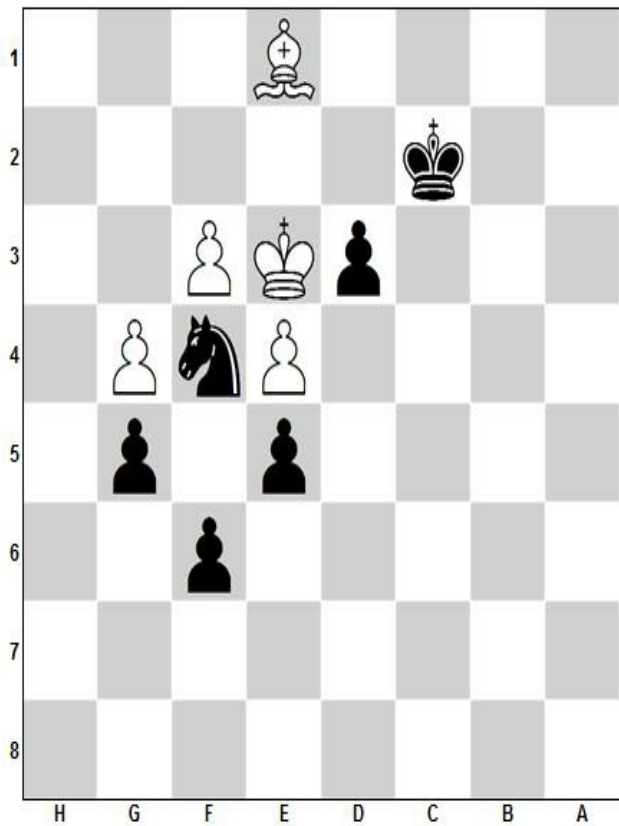


15...Qd7 or *15...Qc8* and Black mates
White on the light squares.

16. Nd2 Qh3 17. Nxf3 exf3 and white
cannot stop *18... Qg2#*

From the game Lucidfiction (1294) –
Tamuzi (1383), redhotpawn.com,
Challenge, May 21, 2008

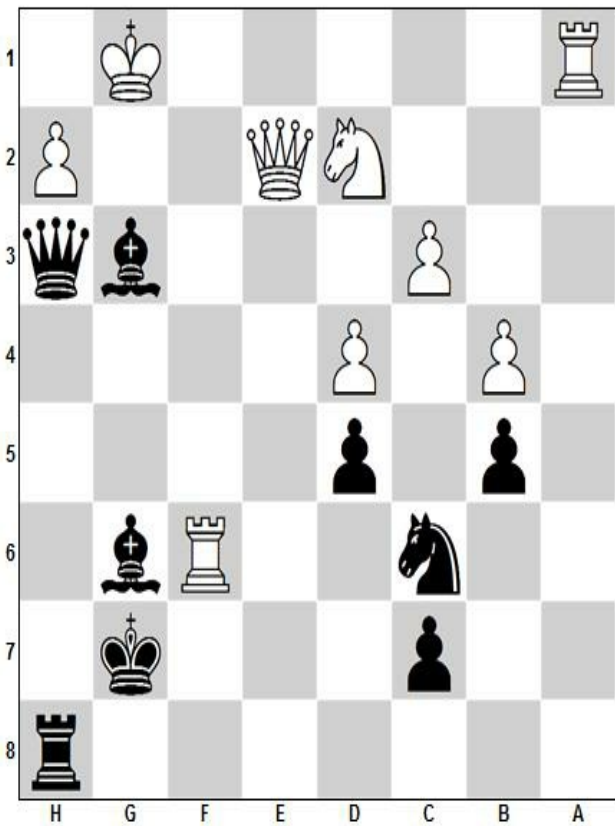
(449) Black to move



60...Ng2+ forks King and Bishop trading down into an easily won endgame. **61. Kf2 Nxe1 62. Kxe1 d2+** and Black promotes to a Queen on the next move.

From the game Hawaiianhomegrown (1244) – Timmybx (1763), Ladder, redhotpawn.com, November 24, 2010

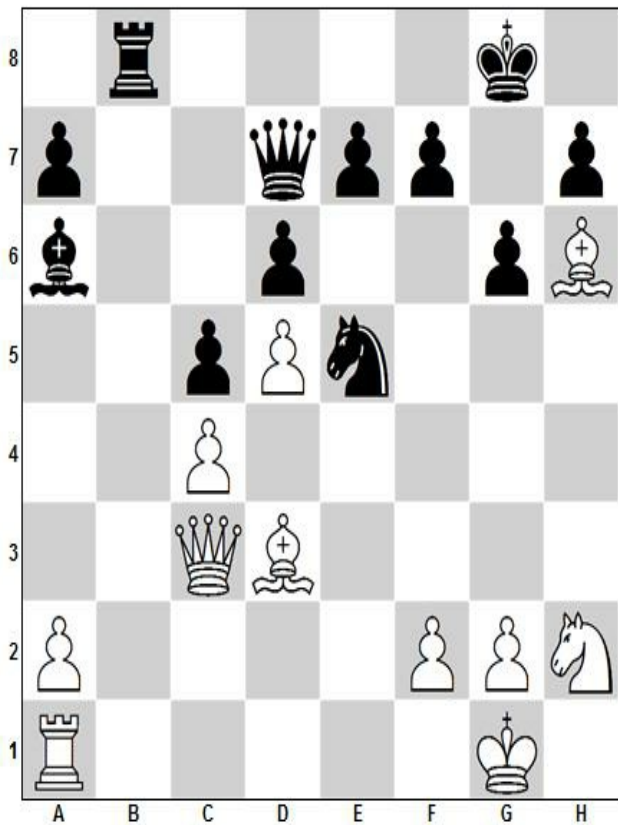
(450) Black to move



24...Bxh2+ leads to mate **25.Qxh2 Qxh2+**
26.Kf1 Bd3+ 27.Ke1 Qe2#

Missed in the game Deon Michaels (997)
– Timbender (1370), Clan challenge,
redhotpawn.com, January 10, 2010

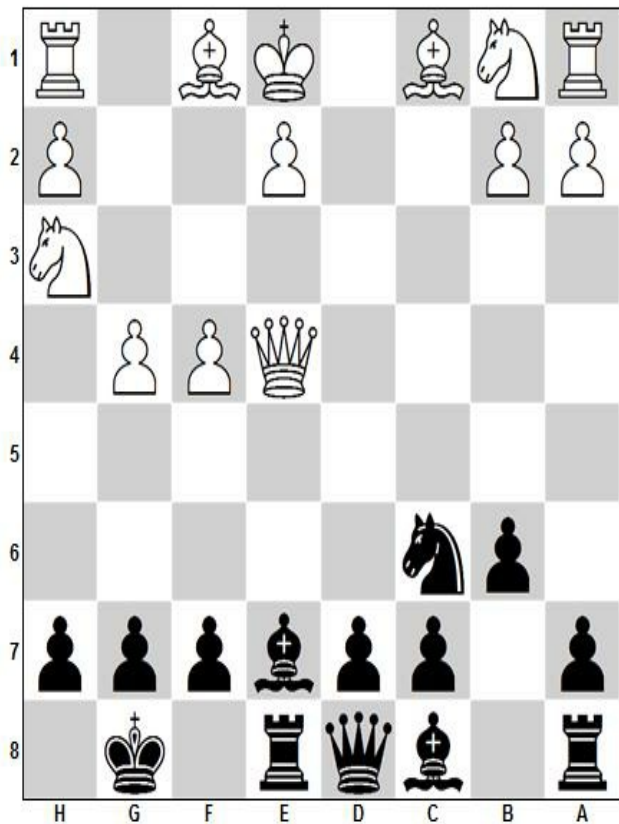
(451) White to move



18.f4 attacks and wins the knight, which is pinned to the mate threat on g7. Black cannot move the knight, without allowing *18...Qg7#*

From the game Looker (1594) – Toberg (1414), Open invite, redhotpawn.com, March 27, 2011

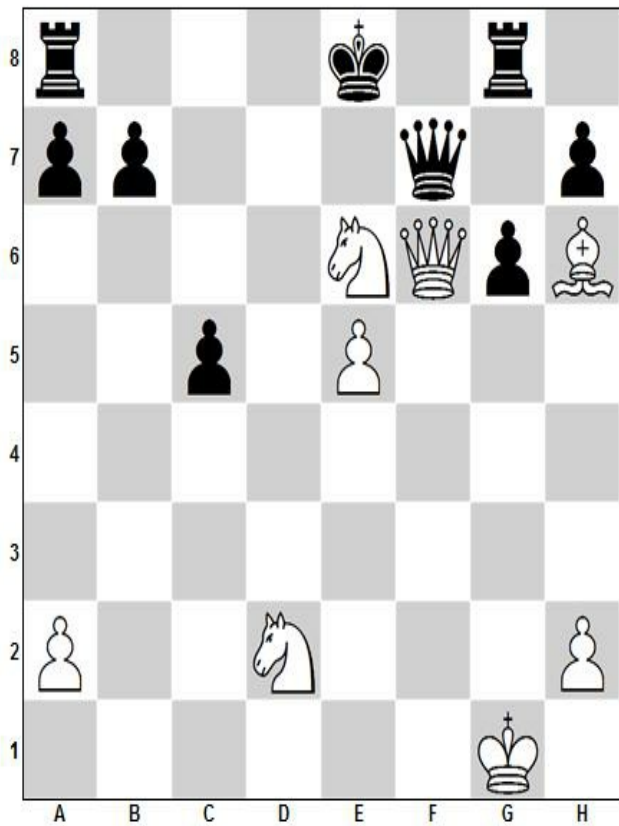
(452) Black to move



10...Bh4+ discovered attack, winning the White Queen on the next move.

From the game runningcamelot (883) –
takinitez (1851), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

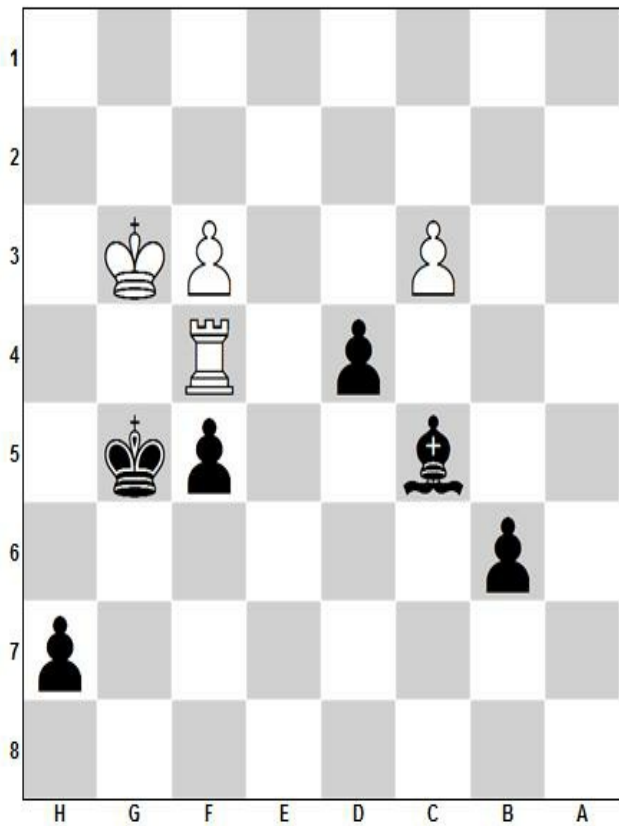
(453) White to move



21.Nc7+ a clearance and deflection tactic forking the Black King and Rook. **21. Qxc7** **22. Qe6+** forks the Black King and Rook. **22...Qe7** **23. Qxg8+ Kd7** **24. Qxa8**

Missed in the game runningcamelot (883)
– tgun77 (1381), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

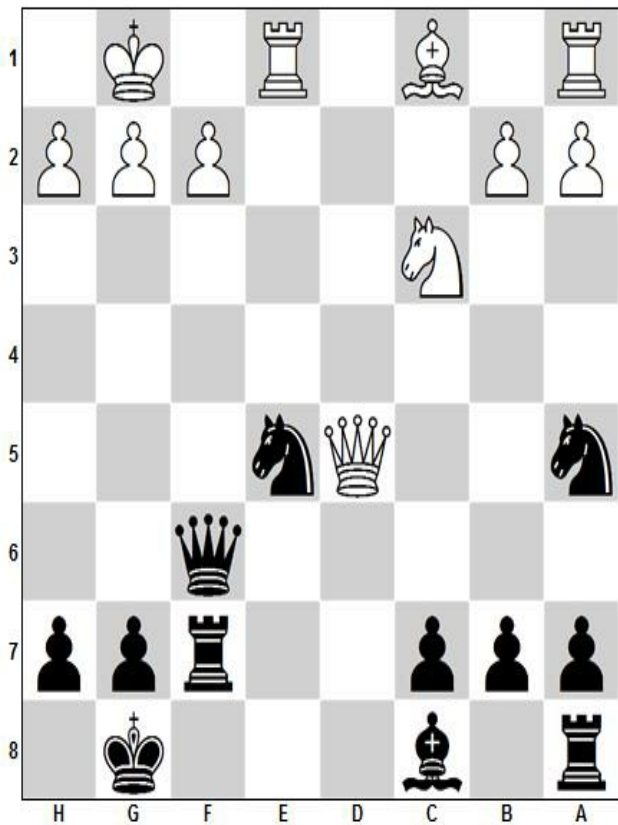
(454) Black to move



41...Bd6 pins the White Rook

From the game Loffe (1348) – TOberg
(1414), Open invite, redhotpawn.com,
February 13, 2011

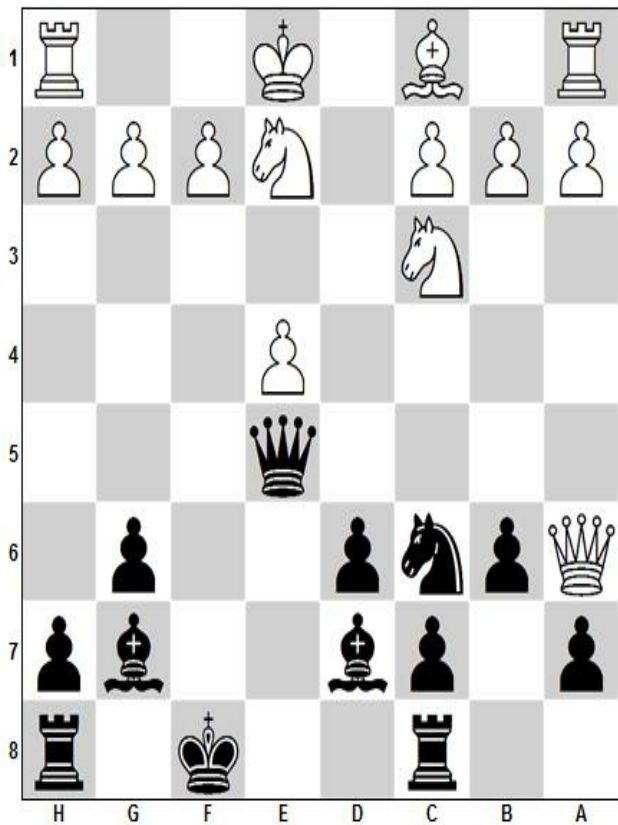
(455) Black to move



15...Qxf2+ 16. Kh1 Qxe1#

From the game TOberg (1414) – Mcmre (1174), Open invite, redhotpawn.com, March 4, 2011

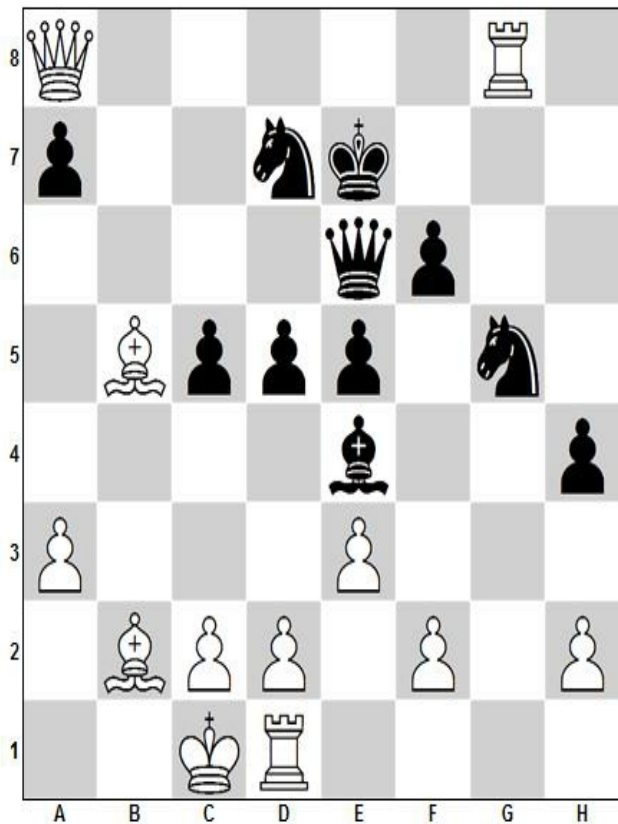
(456) Black to move



16...Nb4 attacks the White Queen on a6, and threatens a fork of the White King and Rook on c2+. White cannot meet both threats.

From the game beaver1949 (1154) – GoodKnight2U (1535), redhotpawn.com
2012 Championship, Round 1, February 1, 2012

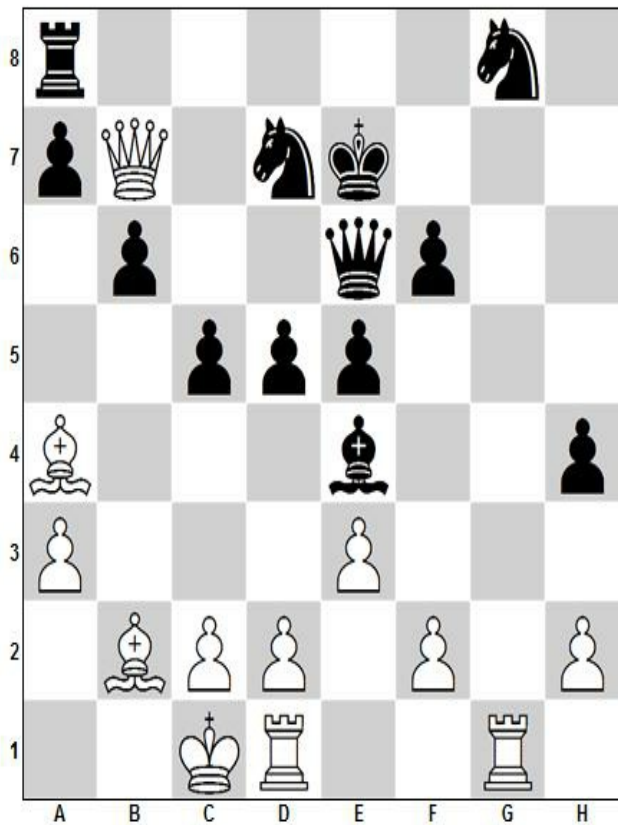
(457) White to move



36.*Re8+* Skewers the Black King and Queen

From the game beaver1949 (1154) –
Busygirl (1091), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

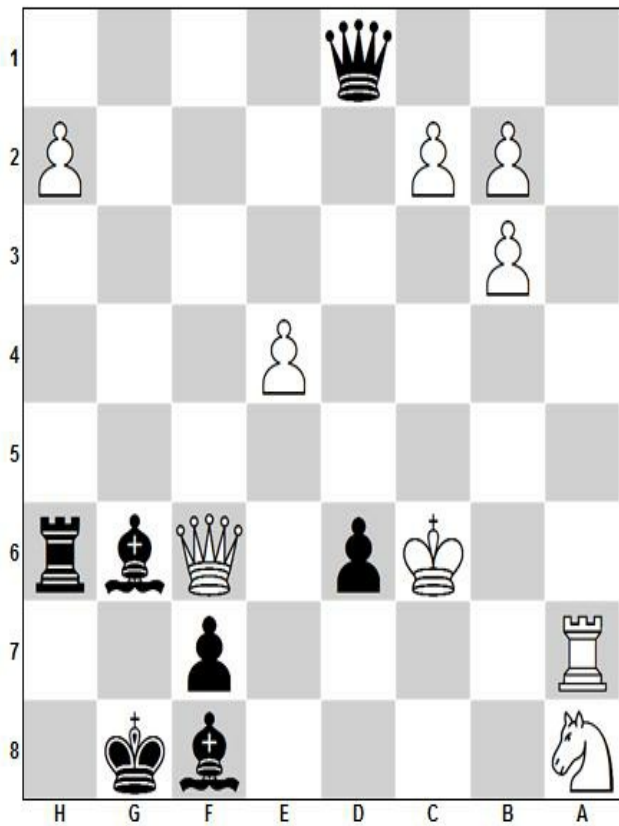
(458) White to move



32.Rg7+ X-ray attack on the Black Knight
on d7

From the game beaver1949 (1154) –
Busygirl (1091), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

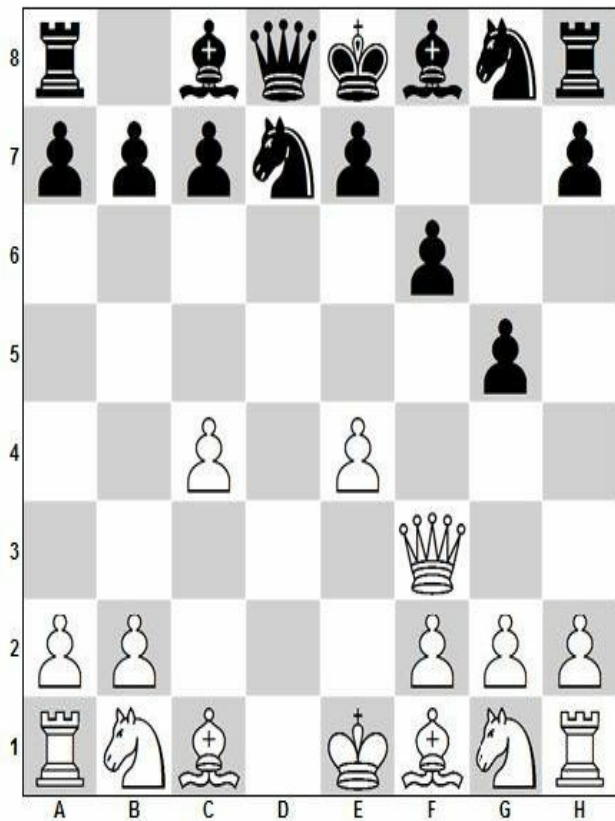
(459) Black to move



35...Bxe4+ Discovered attack on the
White Queen from the Black Rook

From the game beaver1949 (1154) –
tgun77 (1381), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

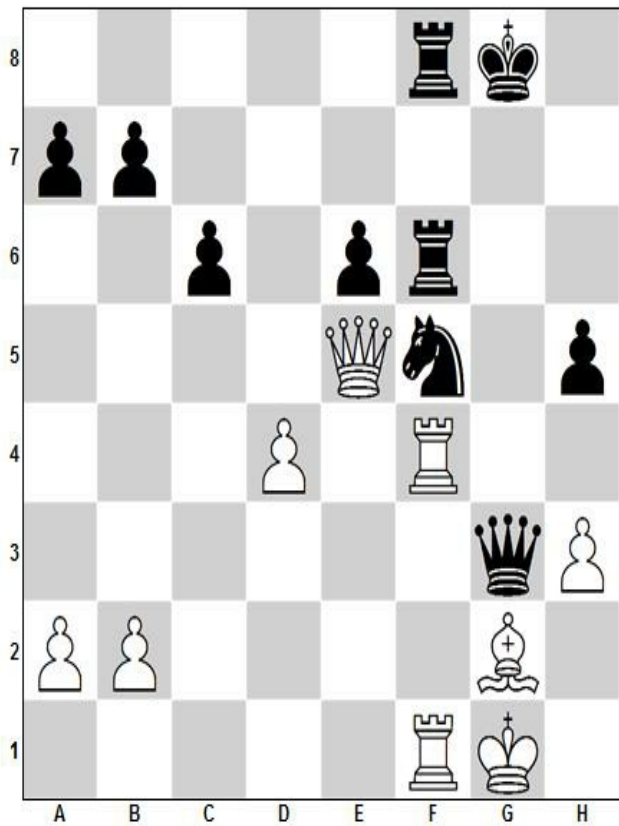
(460) White to move



7. *Qh5*# a variation on “Fools Mate”

From the game C Johnny (866) –
Imnewtochess (521), Challenge,
redhotpawn.com, March 18, 2009

(461) White to move

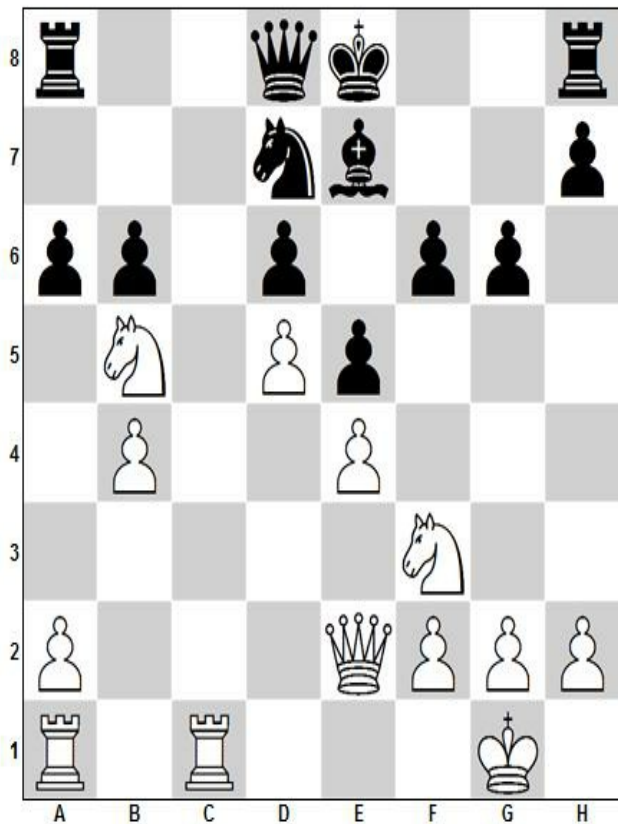


35. *Rxf5* wins a piece, if **35...*Qxe5*** **36. *Rxe5 Rxf1*** **37. *Bxf1***.

If **35...*Rxf5*** **36. *Qxg3***

From the game Ernest Hong (1905) –
Edgar Reyes (1755), Halloween
Tournament, Round 2, Reno, NV,
November 7, 2002

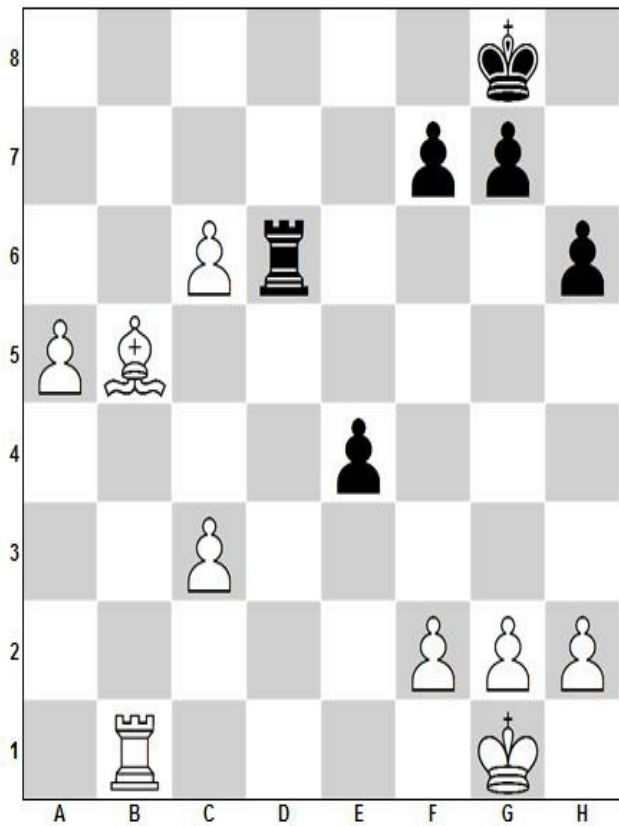
(462) White to move



18.Nc7+ InvadorOfRome invades with a fork of King and Rook

From the game InvaderOfRome (2000) –
Busygirl (1091), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

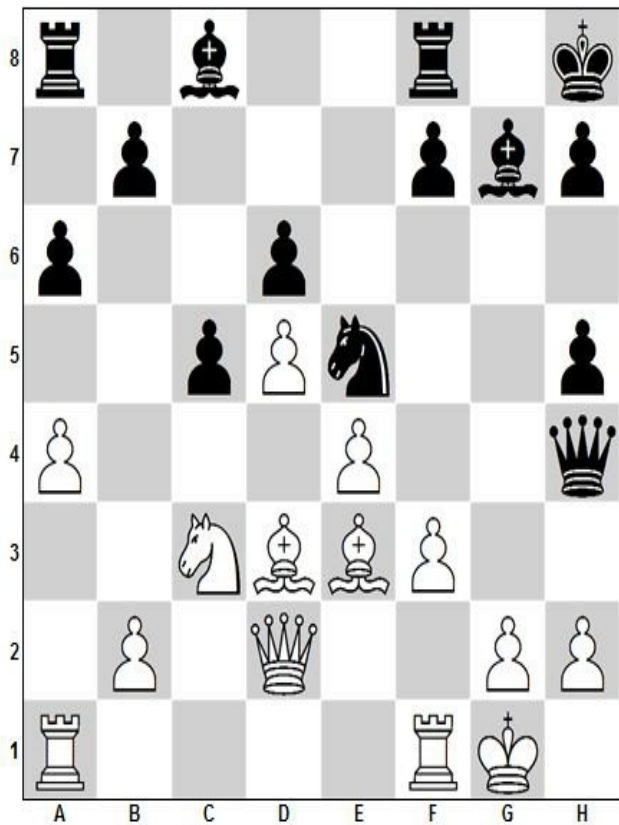
(463) White to move



29.c7 and the pawn cannot be stopped

From the game InvaderOfRome (2000) –
Oist (1456), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

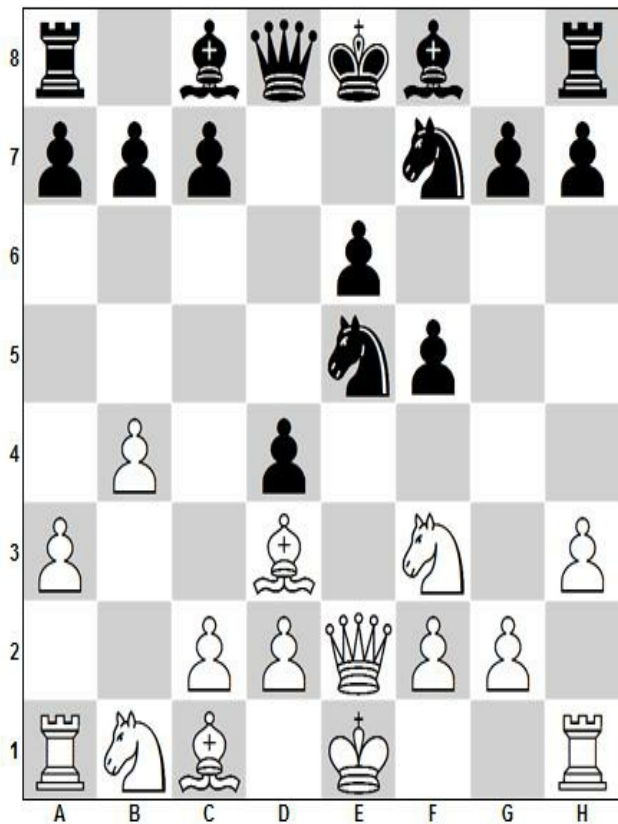
(464) White to move



16.Bg5 traps the Black Queen

From the game Ernest Hong (1905) –
Stephen Cindrich (1647), Halloween
Tournament, Round 6, Reno, NV,
December 12, 2002

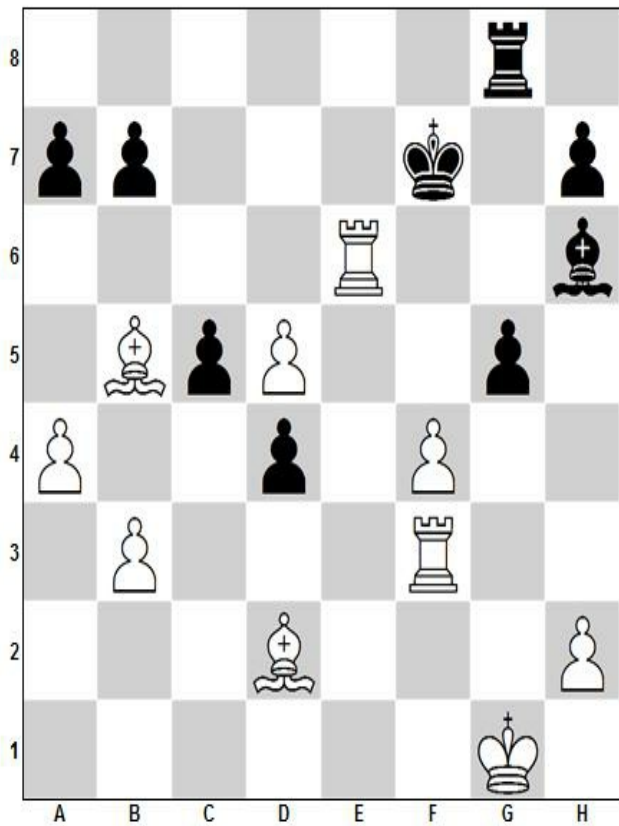
(465) White to move



9.Nxe5 wins a piece that is attacked twice, and only defended once.

From the game Busygirl (1091) –
runningcamelot (883), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

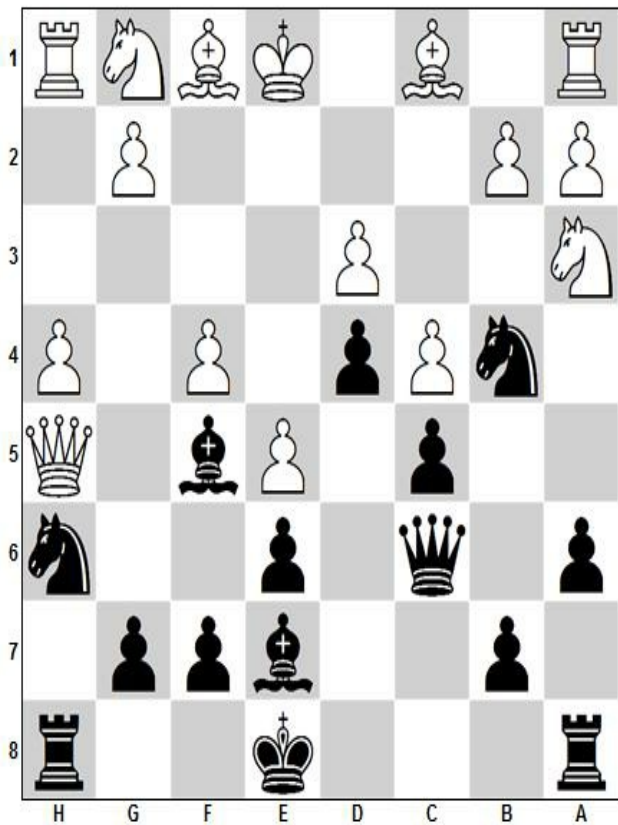
(466) White to move



37.fxg5+ wins the Black Bishop with
discovered check

From the game Busygirl (1091) –
beaver1949 (1154), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

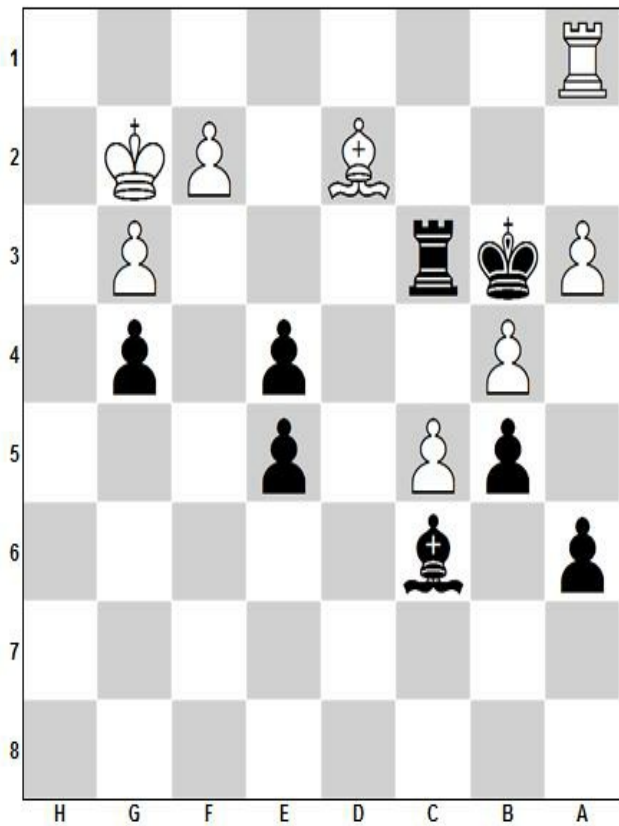
(467) Black to move



14...Bg4 traps the White Queen

Missed in the game Busygirl (1091) –
Calexico (1983), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

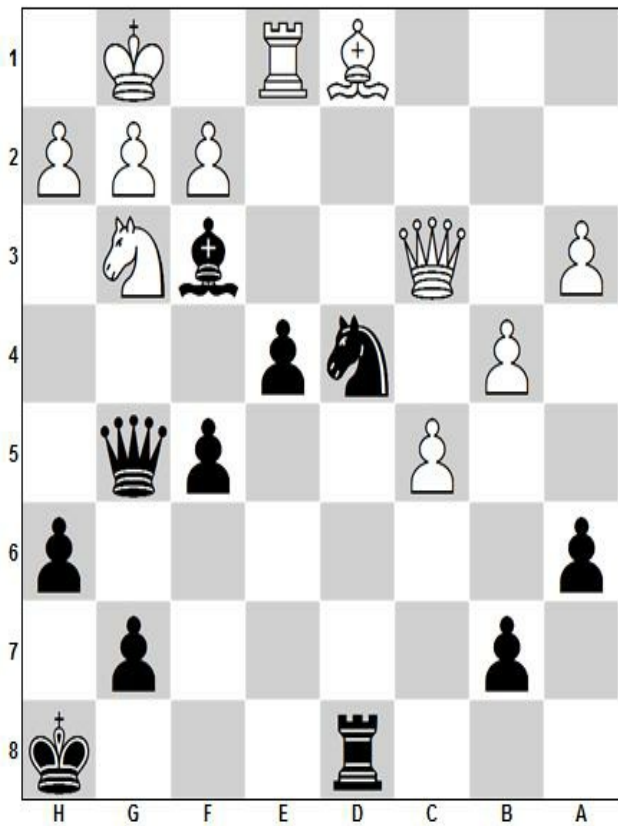
(468) Black to move



49...e3+ discovered check, winning the
White Bishop

From the game Craig Christensen (1500) –
Edwin Simanis (1872), White Knights
Tournament, Round 1, Reno, NV

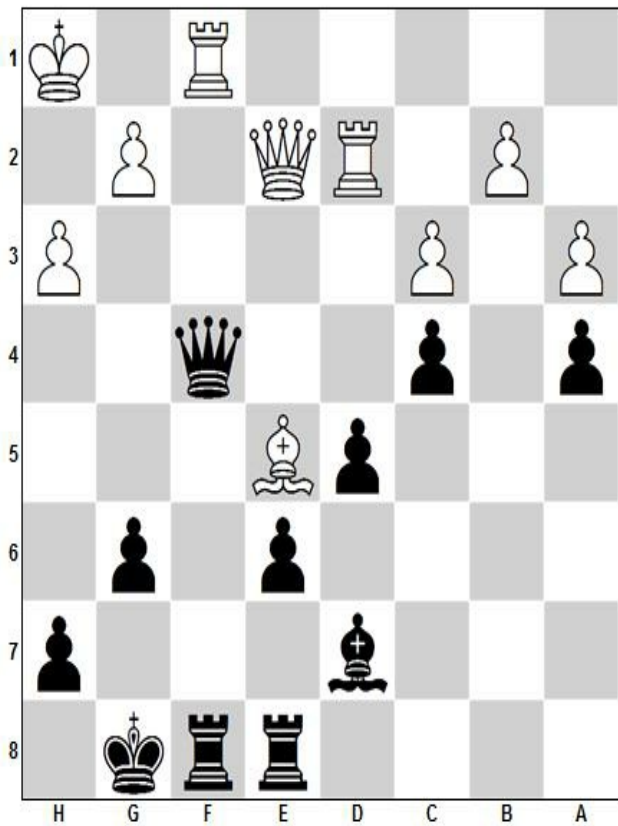
(469) Black to move



31...Bxd1 gets the Black Bishop out of danger, and wins a piece. If **32. Rxd1 Ne2+!!** forks the White King and Queen, and threatens a back rank mate with **Rxd1**.

From the game George Smith (1413) – Edgar Reyes (1809), White Knights Tournament, Round 1, Reno, NV, January 9, 2003

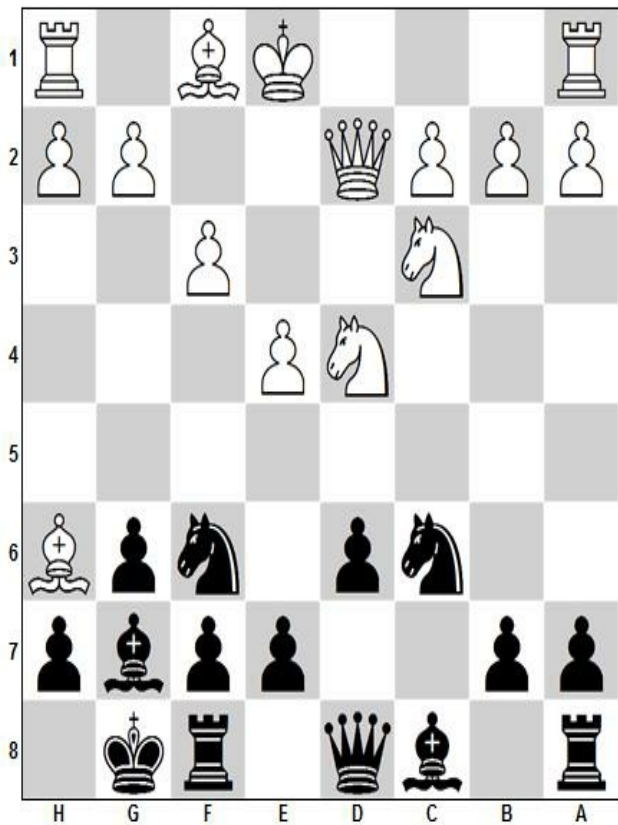
(470) Black to move



37...Qxf1+ wins a Rook that is attacked twice, and only defended once. **38. Qxf1 Rxf1+**

Variation from the game Zonagrad (1951)
– Elgallo (2108), Ladder,
redhotpawn.com, December 16, 2010

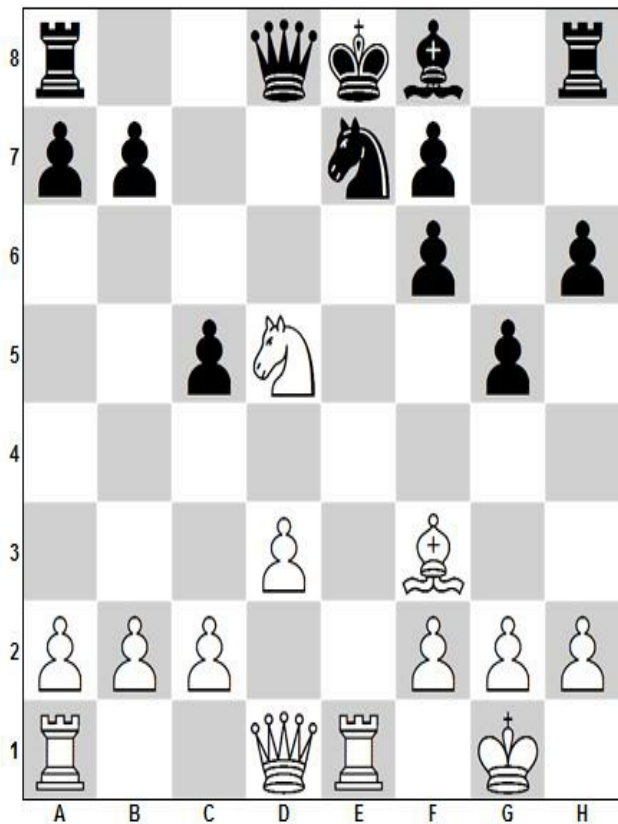
(471) Black to move



9...Bxh6 overloads the White Queen, who can't recapture, and still guard the Knight on d4. **10. Qxh6 Nxd4** wins a piece.

From the game Johannes Ziegler (1538) – Ernest Hong (1905), White Knights Tournament, Round 1, Reno, NV, January 9, 2003

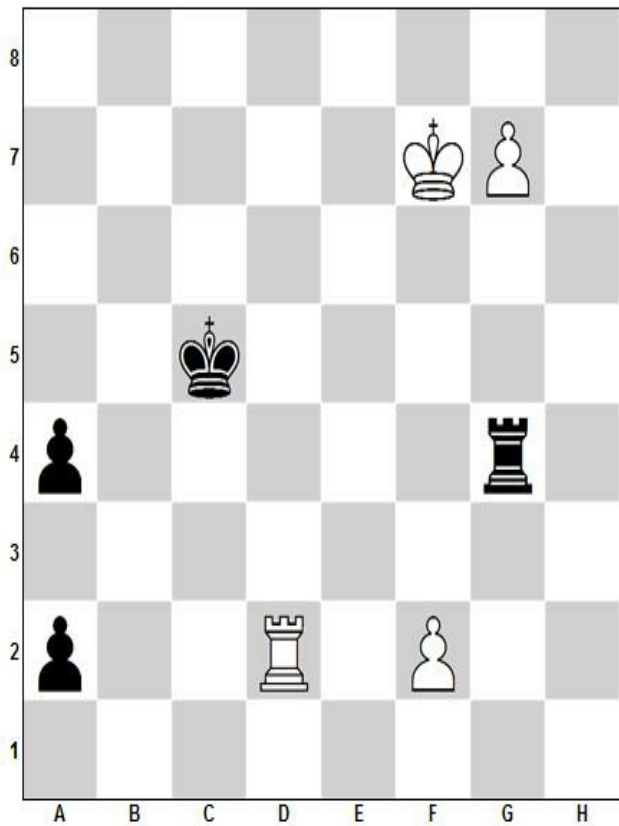
(472) White to move



13.Nxf6# a cute smothered mate.

Missed in the game tgun77 (1381) –
runningcamelot (883), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

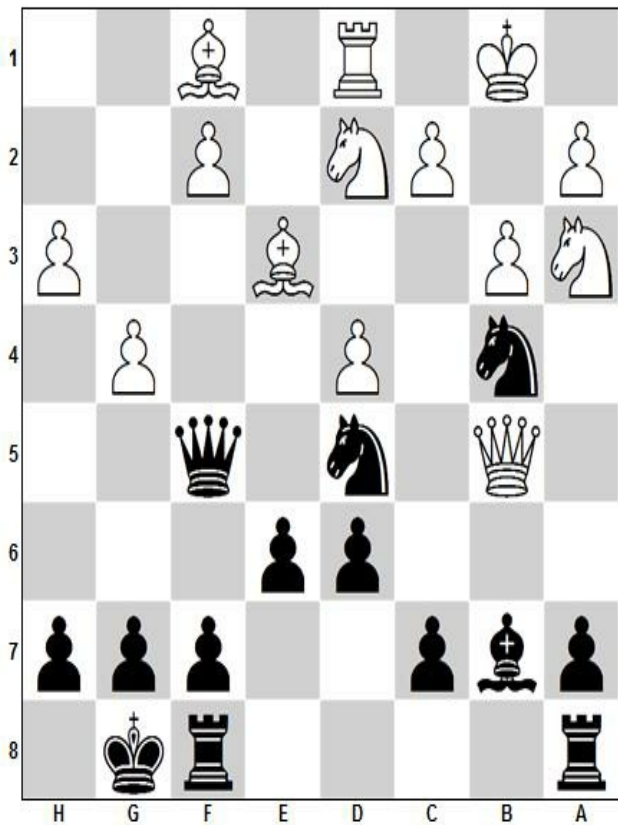
(473) White to move



53.*Rxa2* stops Black from Queening their pawn, before making a Queen of their own.

From the game Ricardo Arteaga (1335) – George Kirste (1733), White Knights Tournament, Round 2, Reno, NV, January 16, 2003

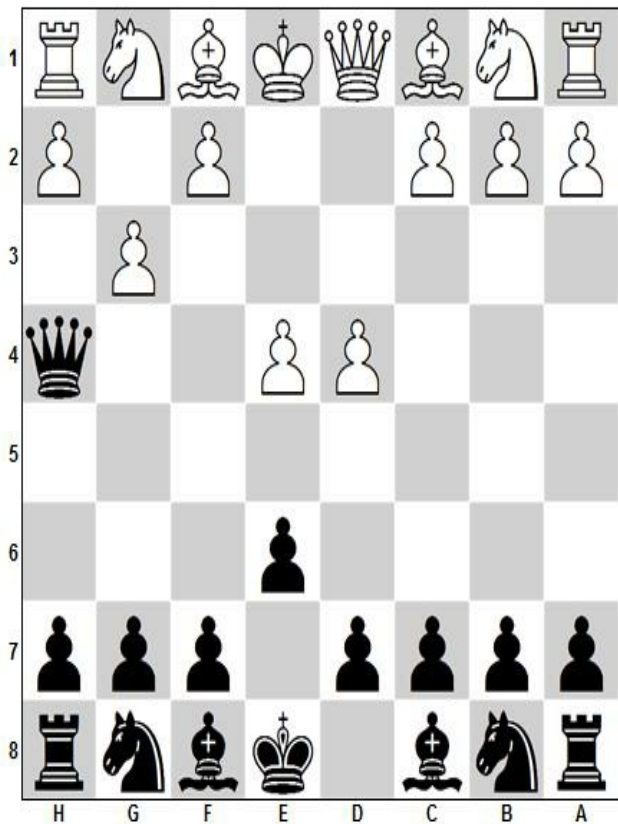
(474) Black to move



17...Nc3+ Forks the White Queen and King

Missed in the game tgun77 (1381) –
beaver1949 (1154), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

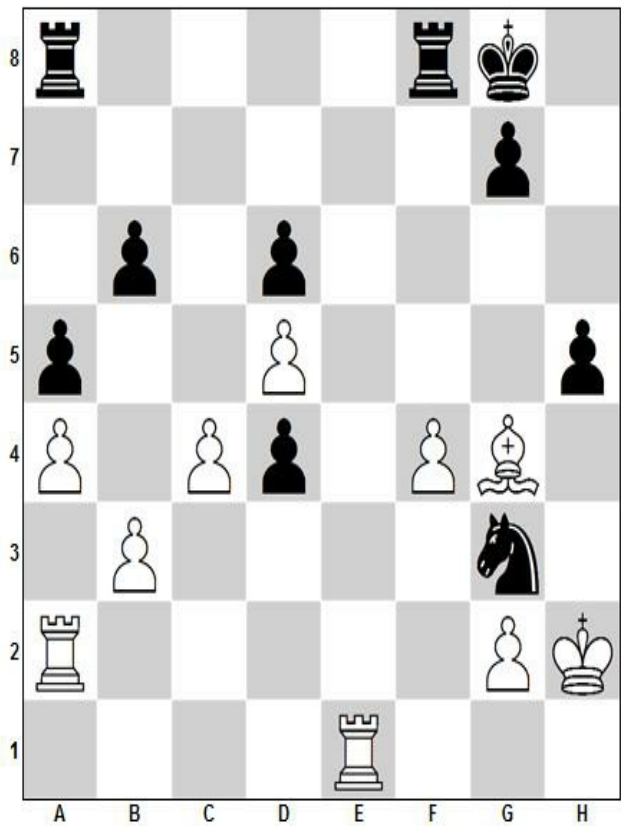
(475) Black to move



3...*Qxe4*+ forks the King and Rook on h1

From the game tgun77 (1381) –
beaver1949 (1154), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

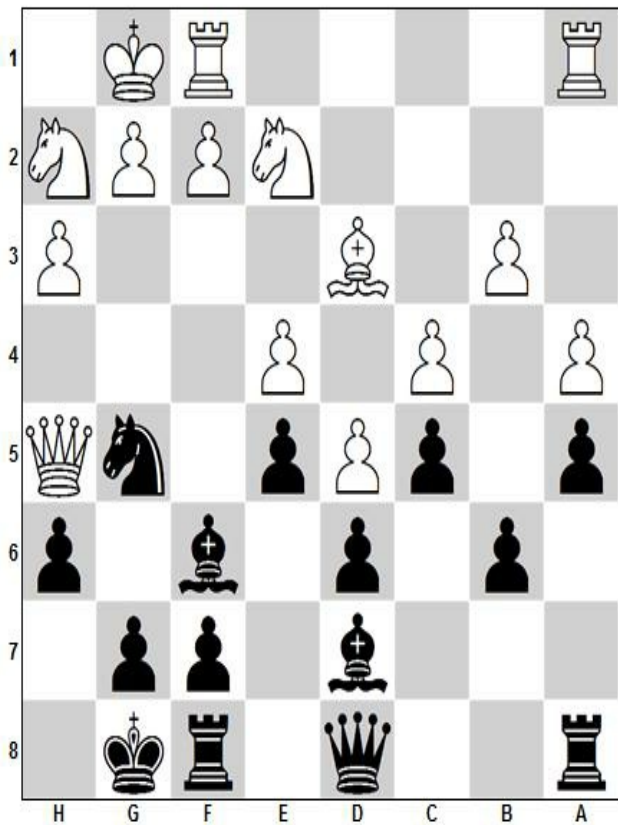
(476) White to move



45.Be6+ White gets his Bishop out of danger with check, and can take the Black Knight on g3 the next move.

From the game Oist (1456) –
GoodKnight2U (1535), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

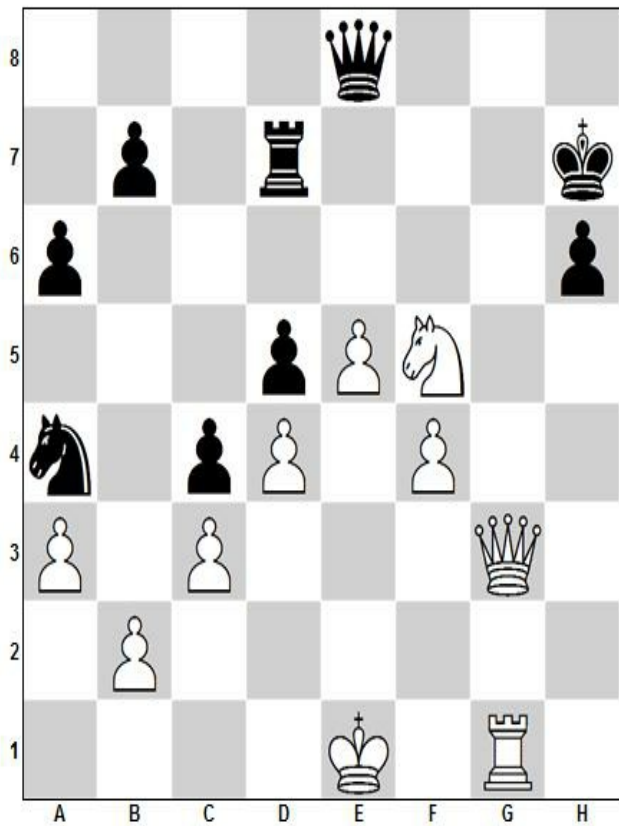
(477) Black to move



17...g6 wins the White Queen. **18. Qxh6 Bg7 19. Qh4 Nxh3+** discovered attack on the Queen.

Missed in the game Oist (1456) –
GoodKnight2U (1535), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

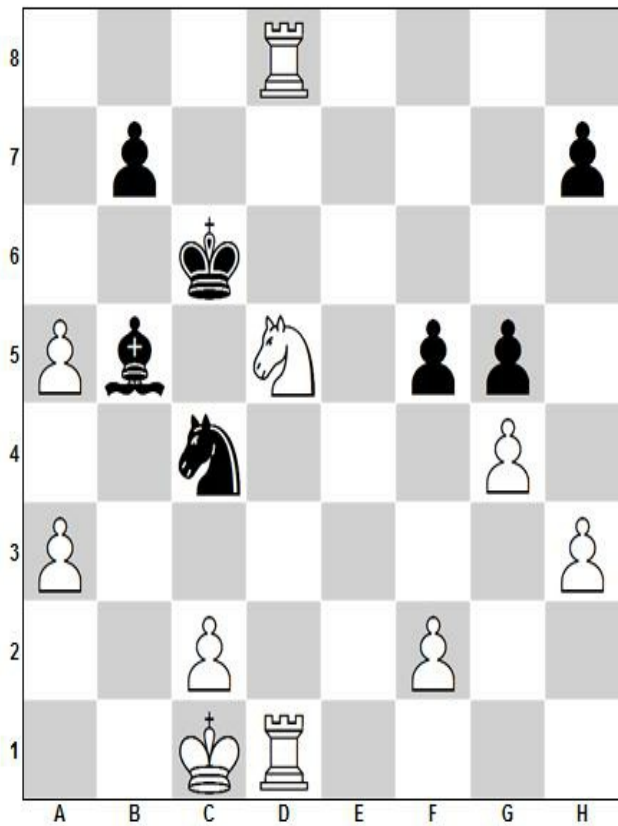
(478) White to move



39.Nxh6! wins a pawn. If **39...Kxh6** **40.Rh1+** leads to mate **40...Qh5** **41.Qg5+ Kh7** **42.Rxh5#**

From the game Grant Fleming (1748) – George Fischer (1851), White Knights Tournament, Round 2, Reno, NV, January 16, 2003

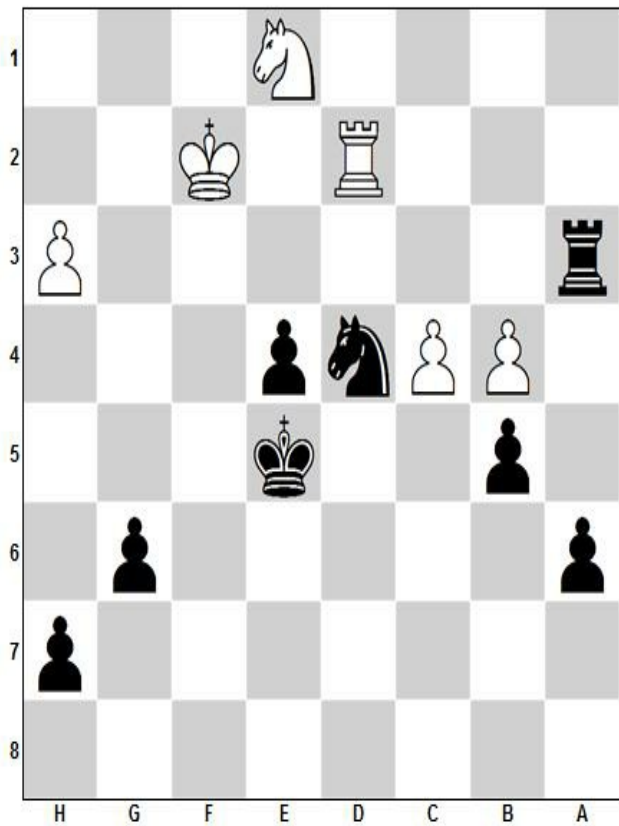
(479) White to move



**32.Ne7+ leads to mate 32...Kc5 33.
R8d5# or 32...Kc7 33. Rc8#**

Missed in the game Oist (1456) –
runningcamelot (883), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

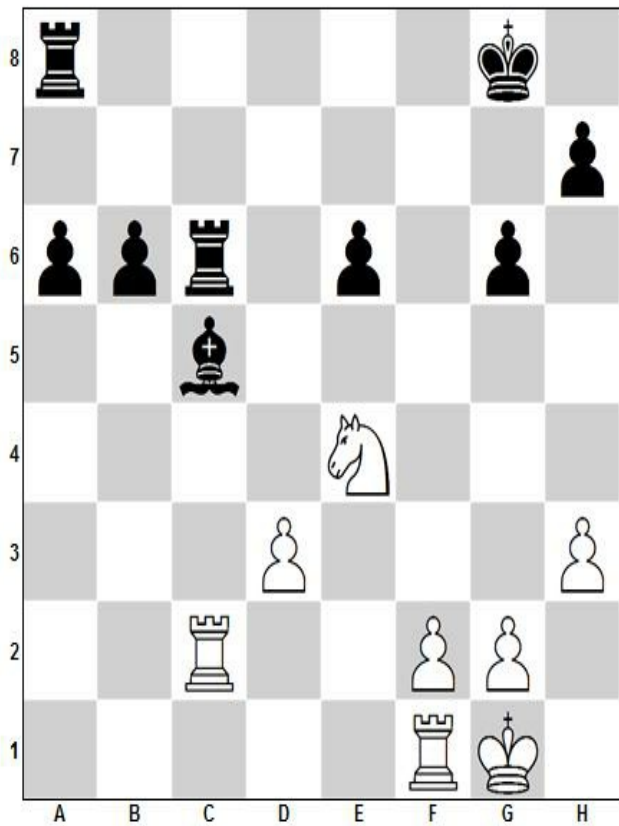
(480) Black to move



34...e3+ forks the White King and Rook

Missed in the game Laroy O'Doan (1600)
– Tim Aguayo (2096), White Knights
Tournament, Round 2, Reno, NV, January
16, 2003

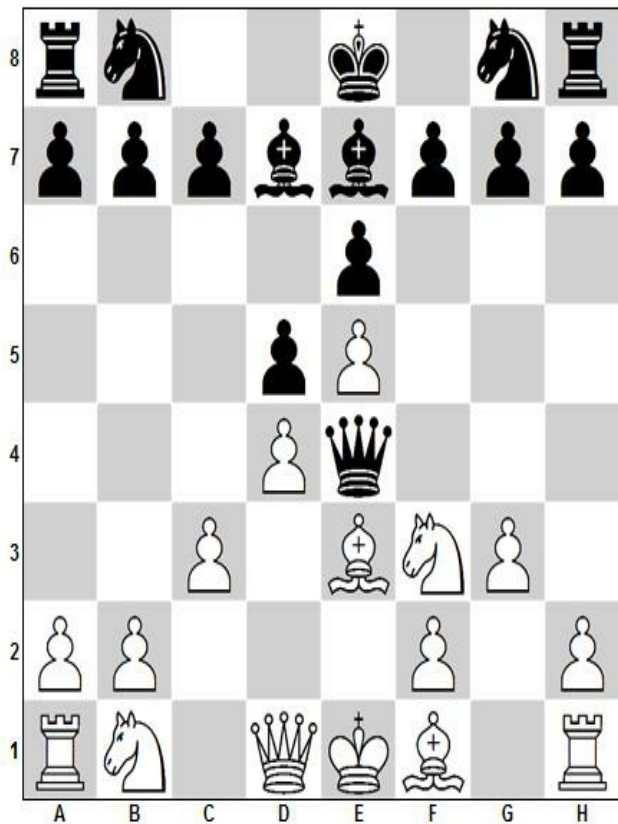
(481) White to move



25.d4 attacks the pinned Black Bishop, which can't move without losing the Black Rook on c6

Variation from the game Oist (1456) – takinitez (1851), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

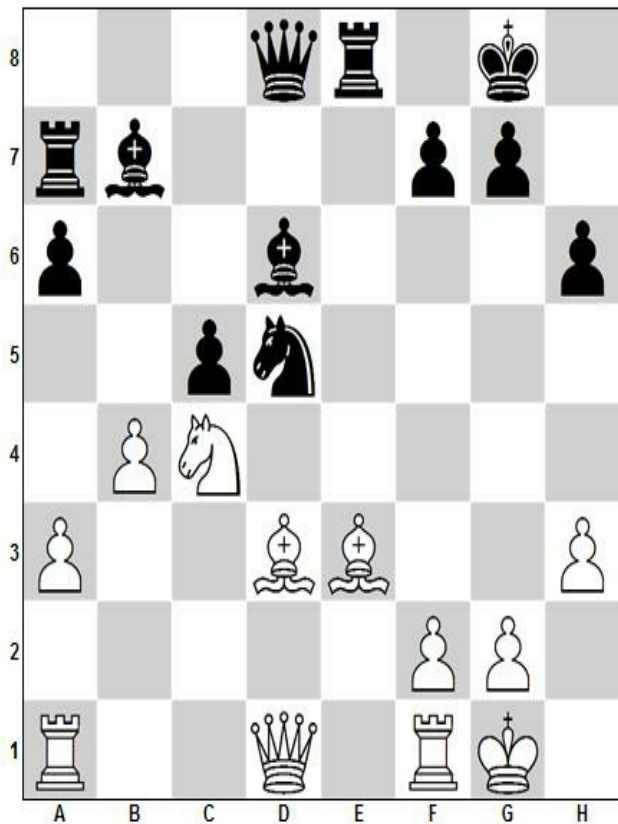
(482) White to move



8.*Bd3* traps the Black Queen

From the game Oist (1456) – beaver1949
(1154), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

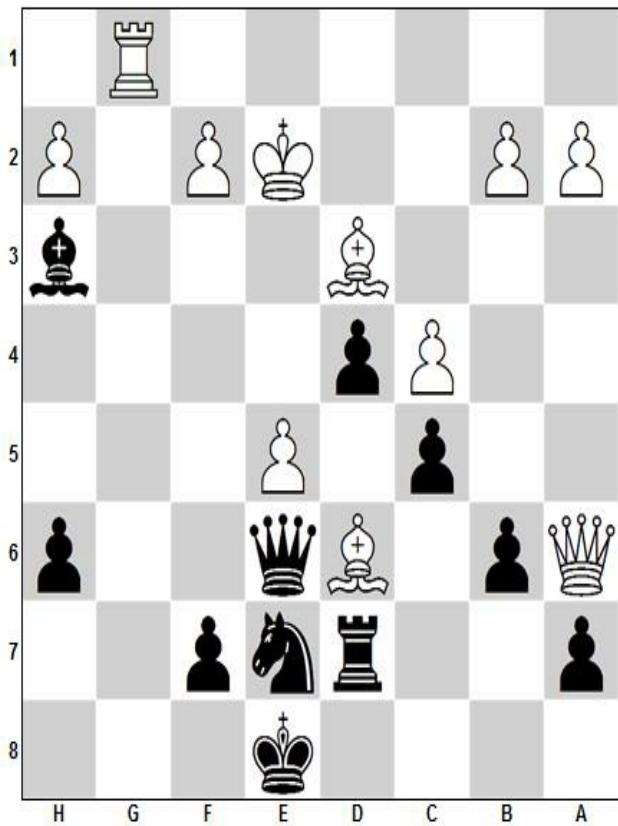
(483) White to move



23. *Nxd6 Qxd6* 24. *Bxc5* forks the Black Queen and Rook

Missed in the game Oist (1456) – tgun77 (1381), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

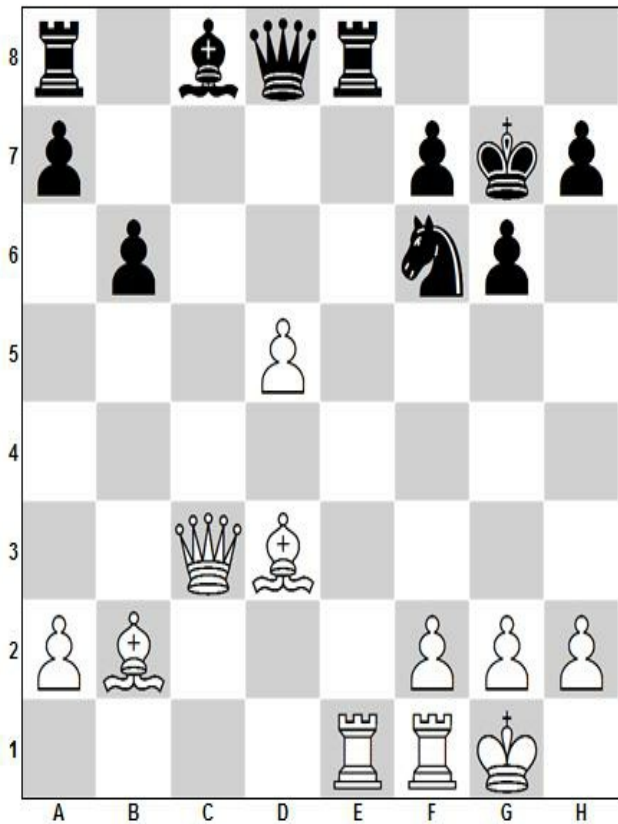
(484) Black to move



30...Rxd6 wins the White Bishop, the e pawn is pinned.

From the game Spence167 (1169) –
spesialarbeider (1274), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

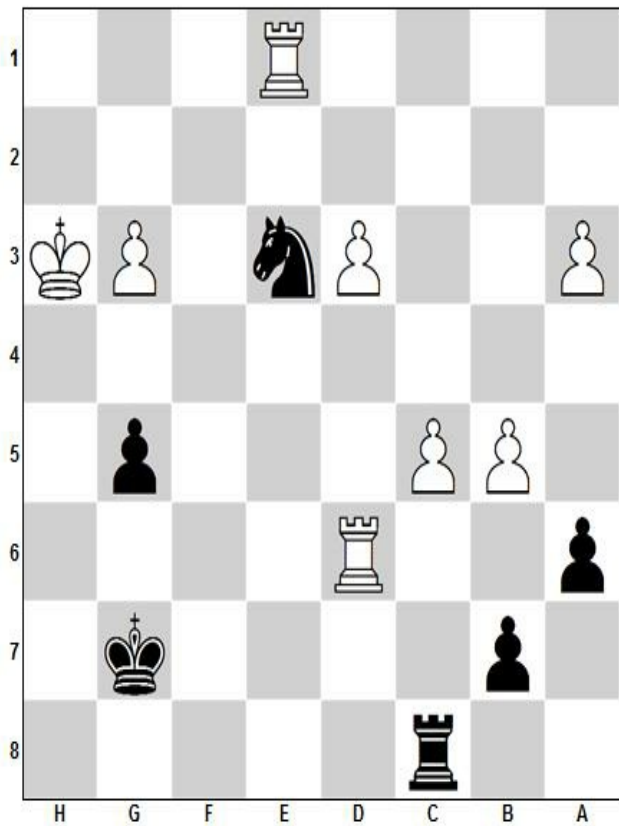
(485) White to move



20.Rxe8 deflects the Black Queen from the defense of the Knight on f6

Missed in the game mihai52 (2270) – Jon Eaton (1471), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

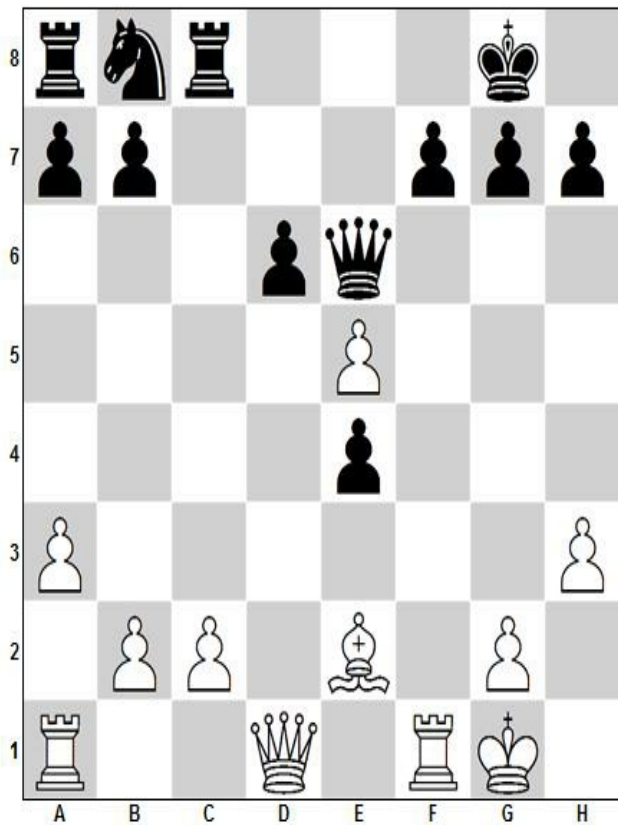
(486) Black to move



42...Rh8+ 43. Rh6 Rxh6#

From the game David Peterson (1760) –
Michael Goffe (1632), White Knights
Tournament, Round 3, Reno, NV, January
23, 2003

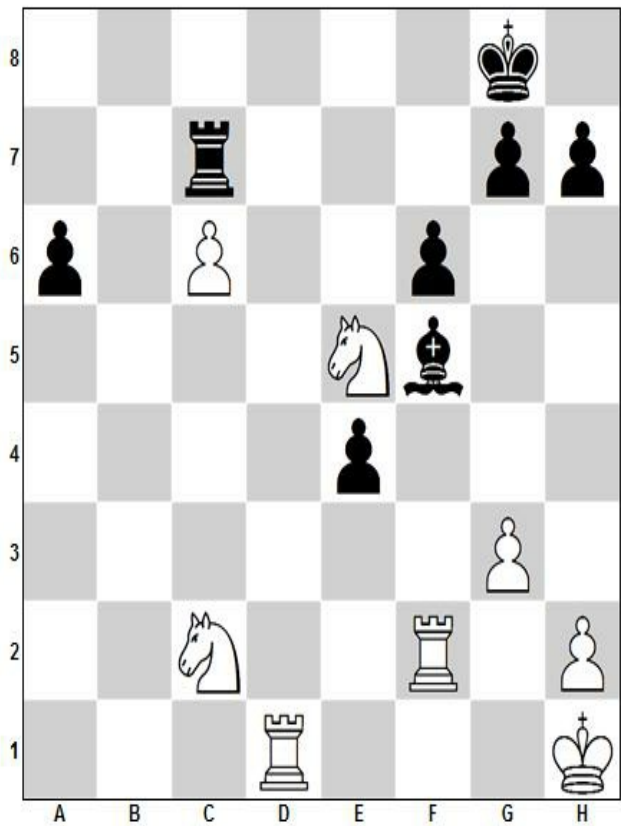
(487) White to move



19.Bg4 Skewers the Black Queen and Rook

From the game Norm Wyatt (1204) – Devendra Bayya (860), White Knights Tournament, Round 3, Reno, NV, January 30, 2003

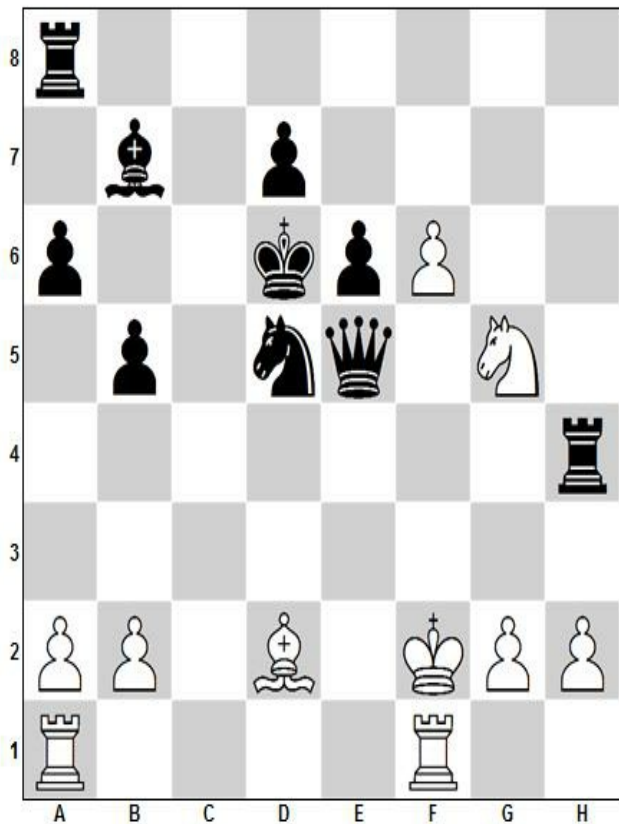
(488) White to move



32.Rd8#

Missed in the game bplus (1551) –
Spence167 (1169), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

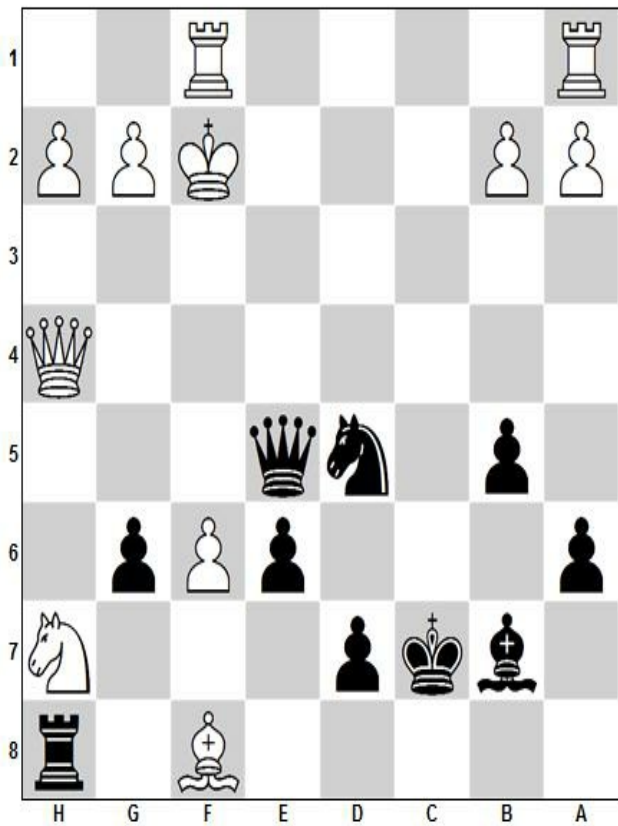
(489) White to move



24.Nf7+ forks the Black King and Queen.

Variation from the game Joshua Ziegler
(1524) – Edgar Reyes (1809), White
Knights Tournament, Round 3, Reno, NV,
January 23, 2003

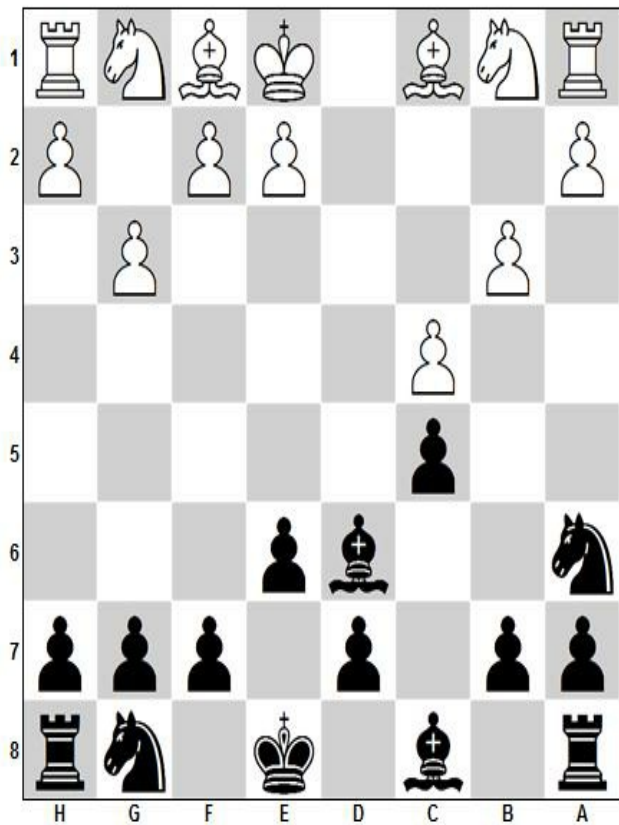
(490) Black to move



24...*Qe3*# a Dovetail mate

From the game Joshua Ziegler (1524) –
Edgar Reyes (1809), White Knights
Tournament, Round 3, Reno, NV, January
23, 2003

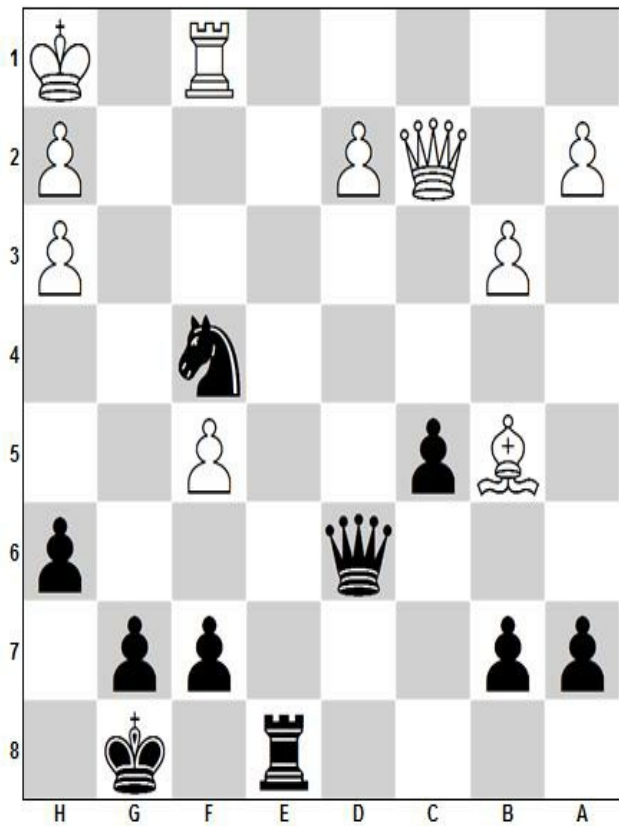
(491) Black to move



7...Be5 wins the Rook on a1, which cannot move or be defended.

Missed in the game bplus (1551) –
Spence167 (1169), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

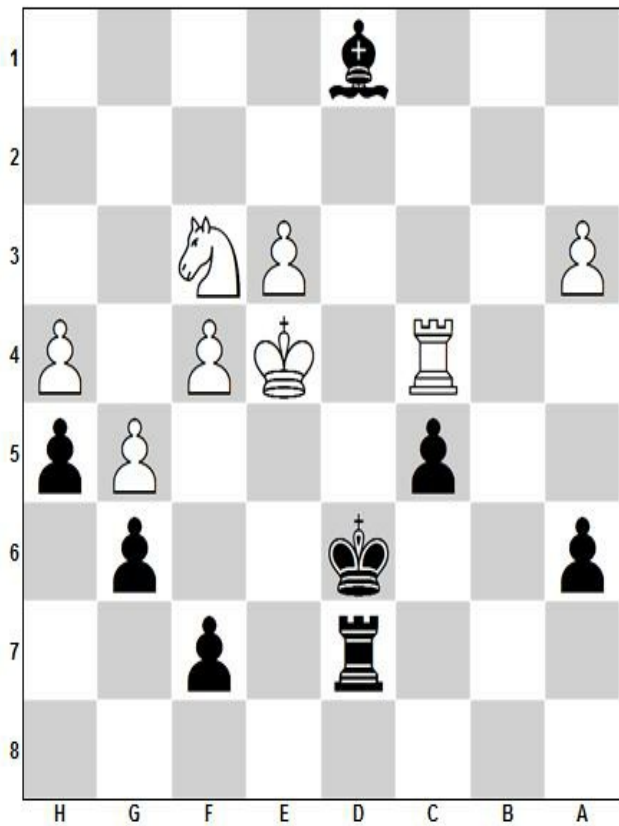
(492) Black to move



31...Qd5+ and White cannot stop mate 32. Qe4 Qxe4 33. Rf3 Qxf3 34. Kg1 Nxh3# (34...Qg2#)

From the game Michael Goffe (1632) – Grant Fleming (1766), White Knights Tournament, Round 4, Reno, NV, January 30, 2003

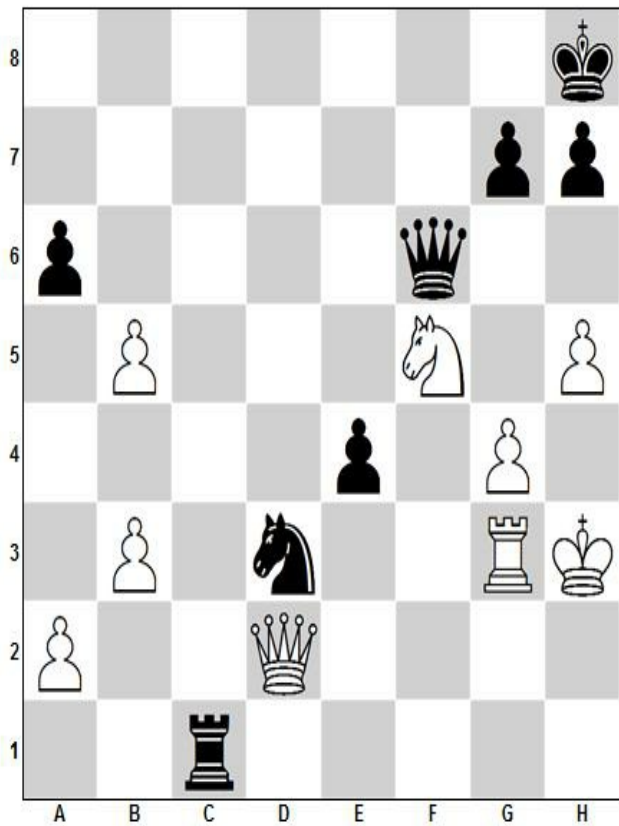
(493) Black to move



35...Bb3 forces the White Rook off the fourth rank, **36. Rc3** allowing **36...Bd5+** skewering the White King and Knight. Black wins a piece.

From the game William Johnson (unrated) – Joshua Ziegler (1524), White Knights Tournament, Round 2, January 20, 2003

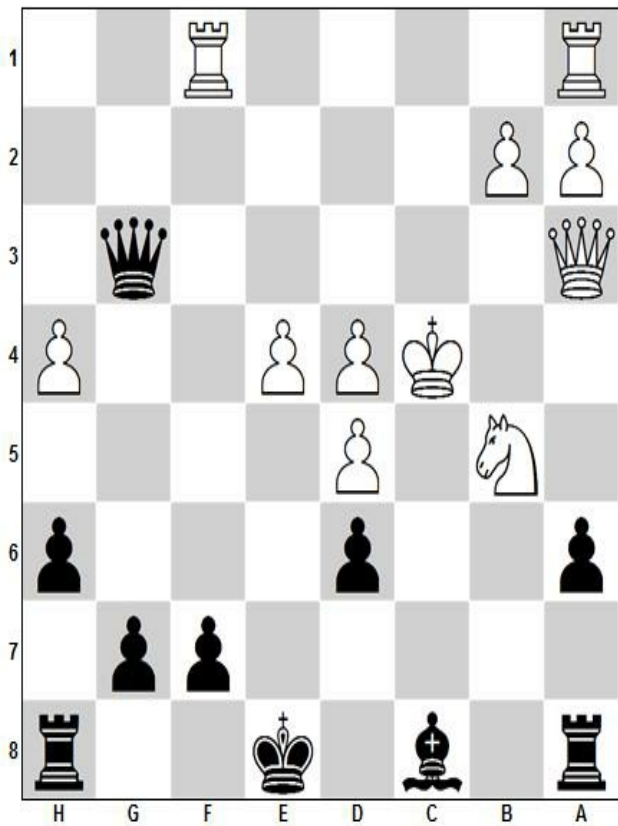
(494) White to move



40.*Rxd3* takes a piece threatening a back rank mate, and removing the defender of the Black Rook on c1

From the game James Mann (1497) –
Norm Wyatt (1204), White Knights
Tournament, Round 4, January 20, 2003

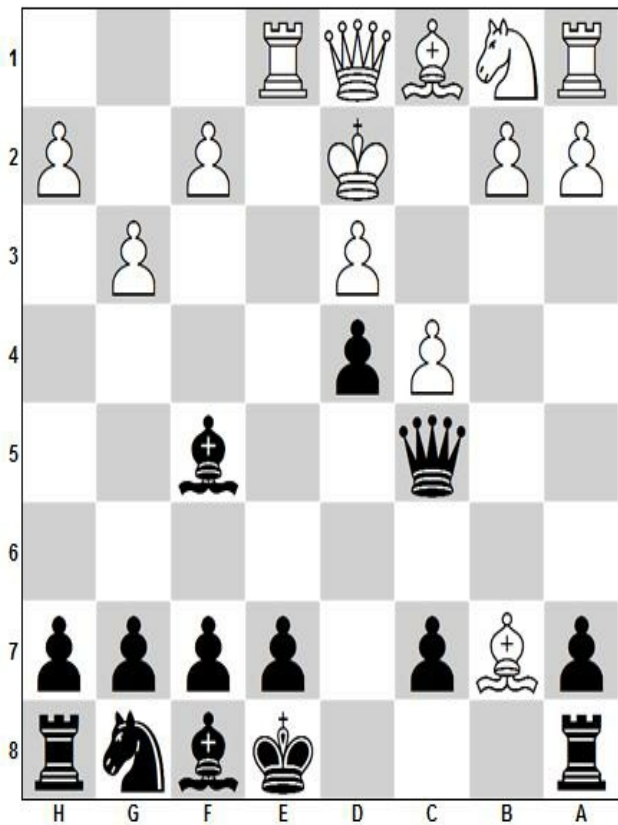
(495) Black to move



26...axb5+ discovered attack on the White Queen.

From the game bplus (1551) – bkpchs237 (1693), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

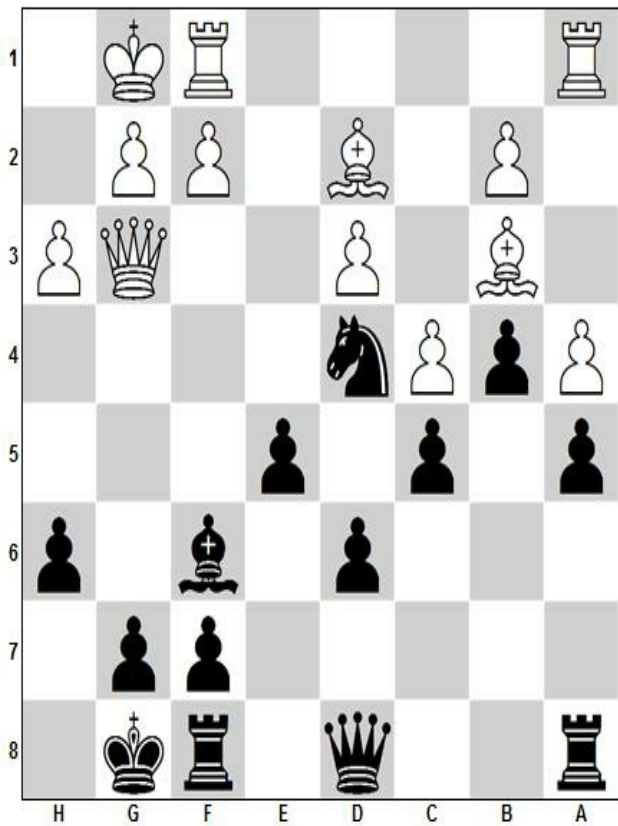
(496) Black to move



12...Qb4+ forks the White King and Bishop

Missed in the game [cyclingcrossfitguy](#) (1170) – Brisbane Broncos (1244), [redhotpawn.com](#) 2012 Championship, Round 1, February 1, 2012

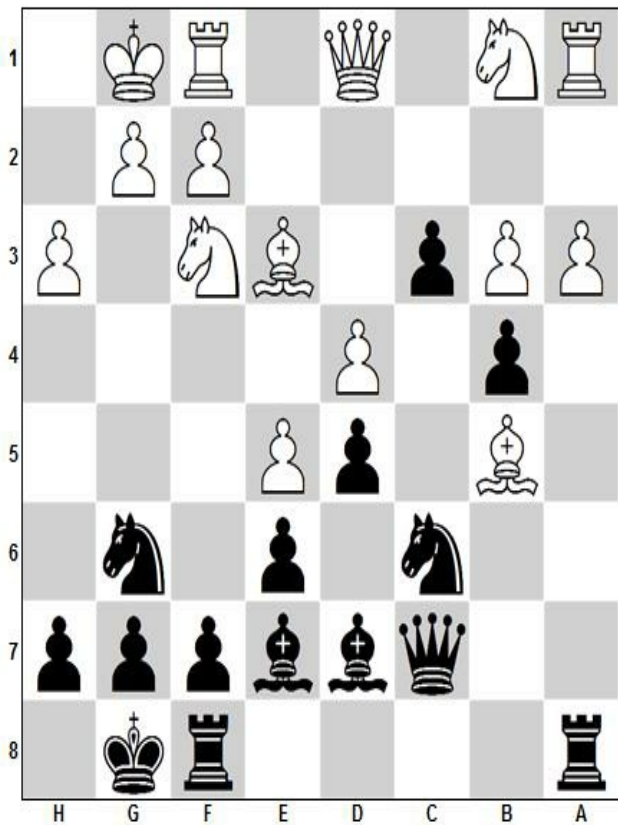
(497) Black to move



20...Ne2+ forks the King and Queen

From the game [cyclingcrossfitguy](#) (1170)
– [TUBTUB](#) (1522), [redhotpawn.com](#) 2012
Championship, Round 1, February 1, 2012

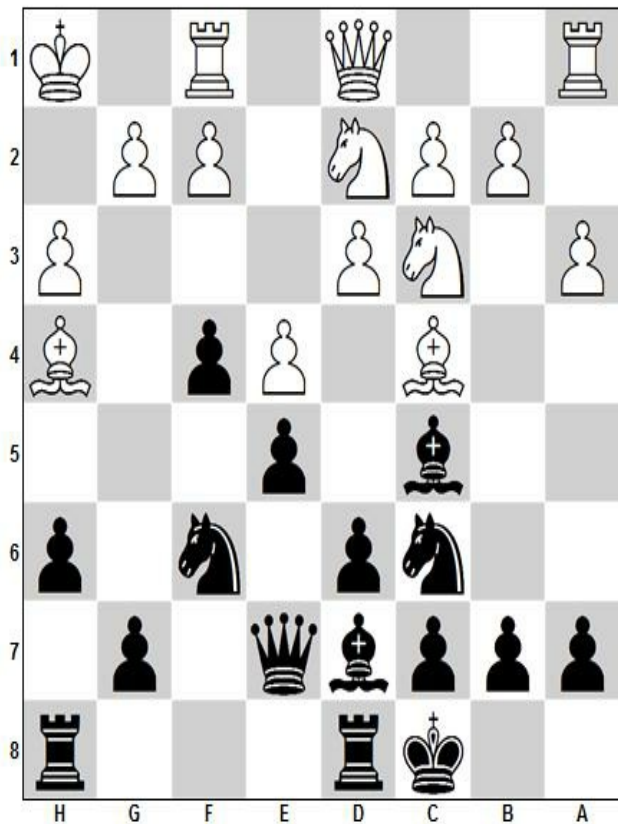
(498) Black to move



18...Ncxe5 winning a pawn with a discovered attack on the Bishop on b5 and clearance sacrifice threatening ***19...c2*** forking the White Queen and Knight.

Missed in the game cyclingcrossfitguy (1170) – Jayhawk34 (1583),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

(499) Black to move



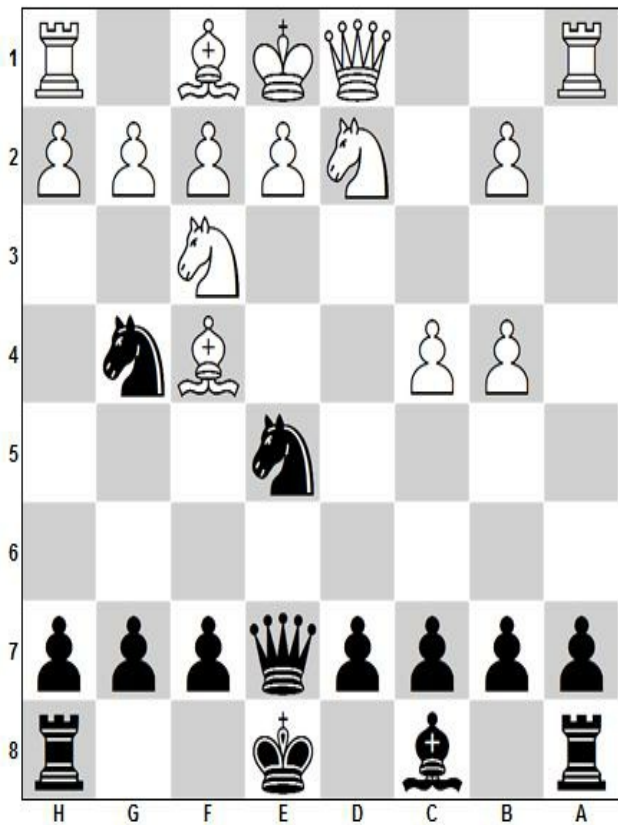
12...g5 traps the White Bishop

From the game [cyclingcrossfitguy](#) (1170)
– [cadwah](#) (1473), [redhotpawn.com](#) 2012
Championship, Round 1, February 1, 2012



Problems 500-599

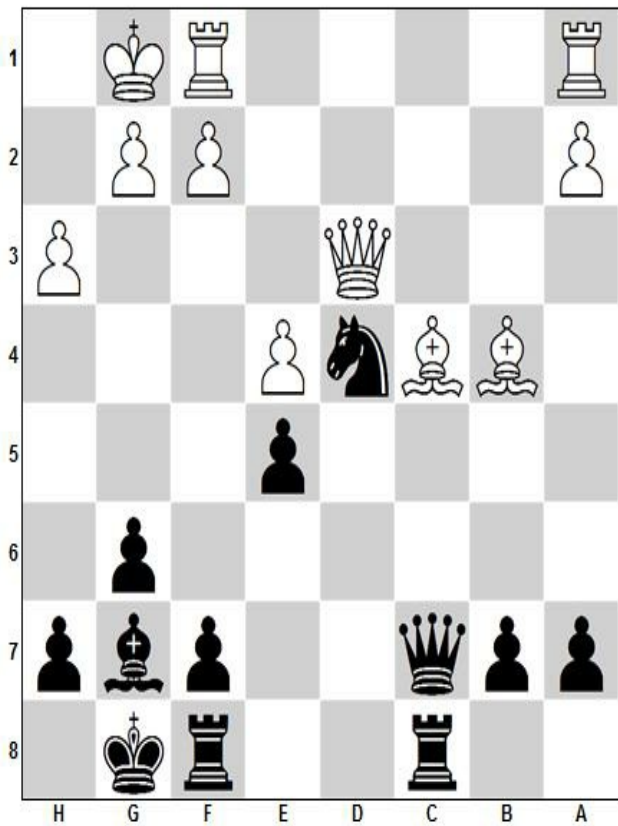
(500) Black to move



8...Nd3# is a common mating pattern in the Budapest gambit. On the previous move white played axb4 "winning" a bishop, but missed the smothered mate.

From the game Randy Schine (1718) – David Hartsook (2056), Denver Chess Club, Round 2, October 12, 2010.

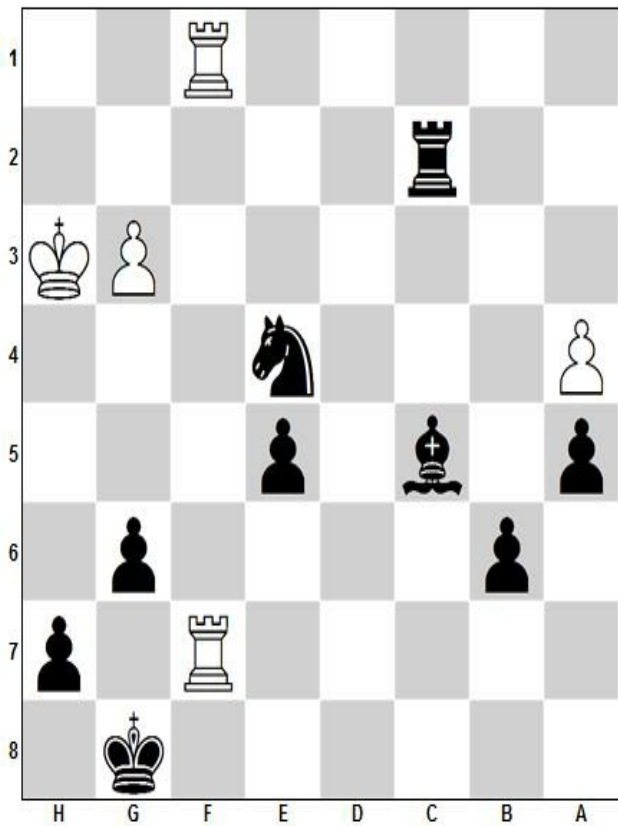
(501) Black to move



18...Qxc4 Nothing tricky here. The bishop is attacked twice, and only defended once.

From the game Rim Yurkus (1541) – Bob Crume (1800), Denver Chess Club, Round 2, October 12, 2010.

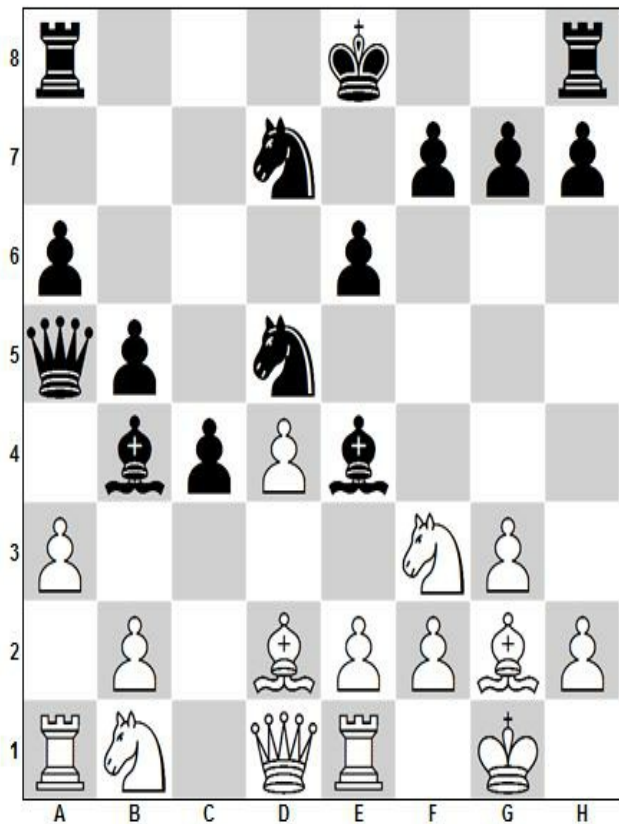
(502) Black to move



30...Ng5+ Forks the King and Rook.

From the game Rim Yurkus (1541) – Bob Crume (1800), Denver Chess Club, Round 2, October 12, 2010.

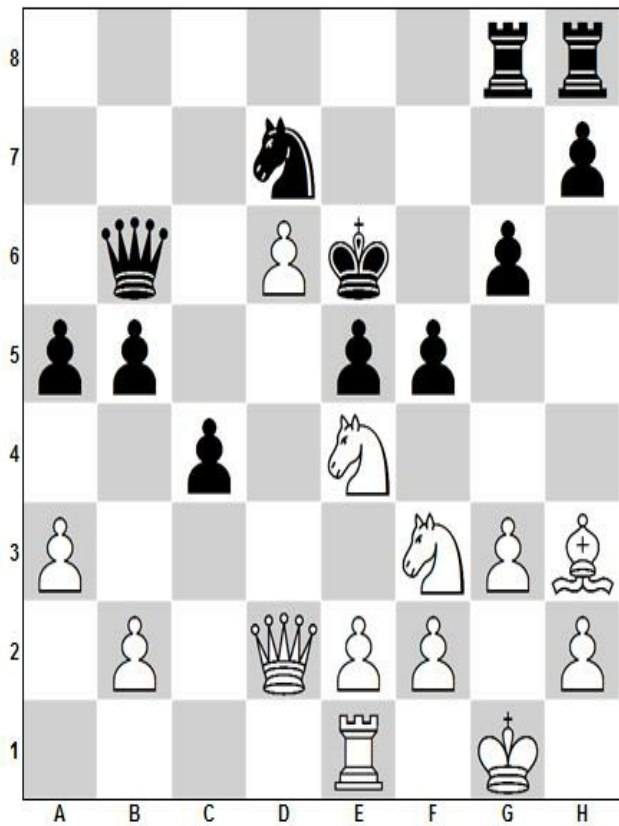
(503) White to move



15. Bxb4 Nxb4 and either **16. Nc3** or **16. Nbd2** attacks the Black Bishop on e4, and unpins the a pawn to the White Rook. Black has two pieces under attack, and cannot save both.

From the game Daoud Zupa (2021) – Andre Patin (1448), Denver Chess Club, Round 2, October 12, 2010.

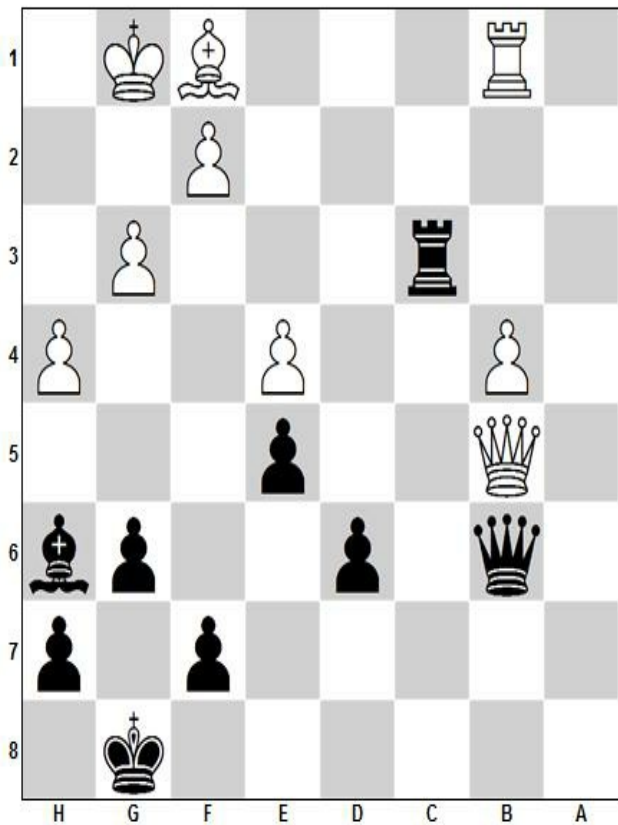
(504) White to move



30.Nfg5# An interesting and unusual
checkmate in the middle of the board

From the game Daoud Zupa (2021) –
Andre Patin (1448), Denver Chess Club,
Round 2, October 12, 2010.

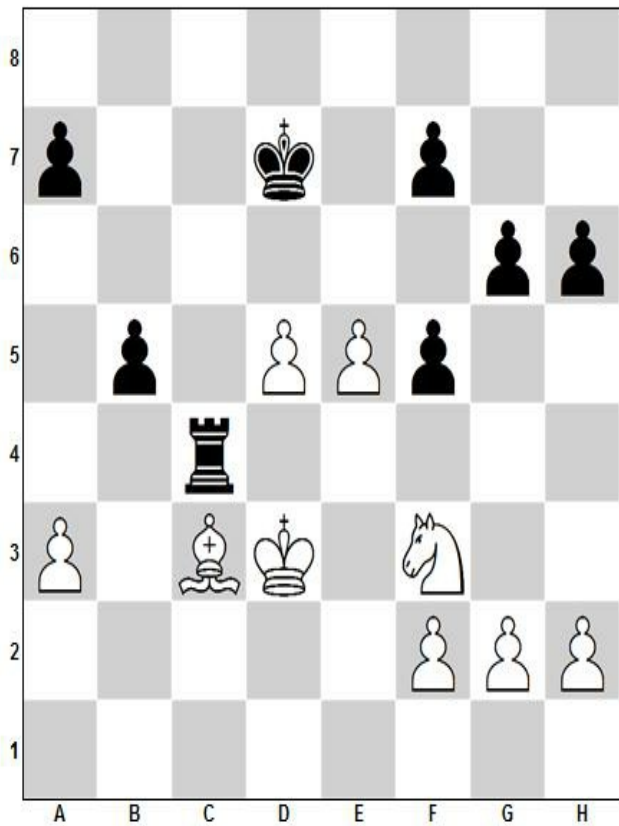
(505) Black to move



32...Rxf3+ A surprising and alert check, because Black's queen is hanging and under attack. The f pawn is pinned, so cannot capture the rook.

From the game David Hartsook (2051) – Dymitr Mozdyniewicz (2048), Denver Chess Club, Round 3, October 19, 2010.

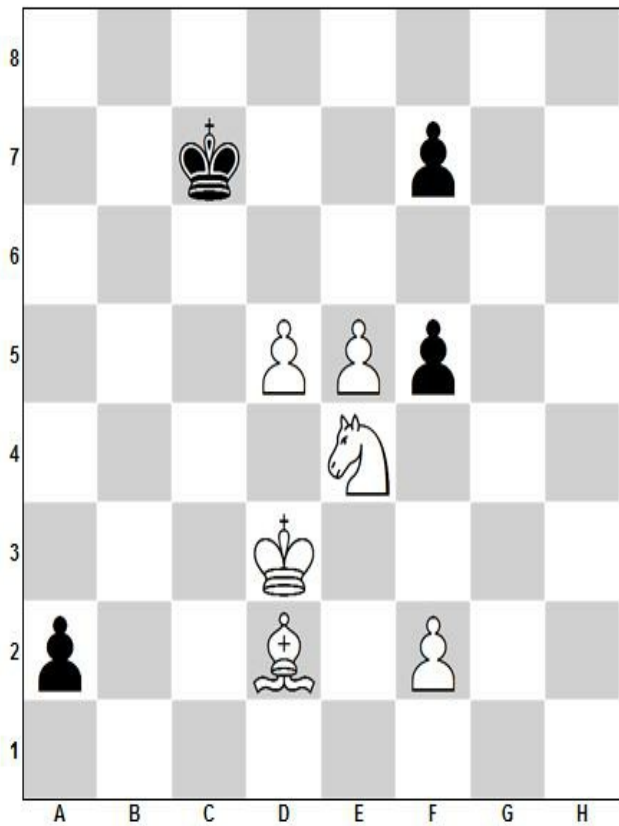
(506) White to move



32. e6+, which was missed in the game, checks the king and opens a forking square on e5 for the white knight. If **32...fxe6** **33. Ne5+** forks the King and Rook. If **32...Ke7** **33. exf7** and the Black King cannot capture this pawn again because of the Knight fork **34. Ne5+**. White ends up with a dangerous passed pawn on the 7th rank or winning the Black Rook.

From the game Jason Maes (1497) – Jose Olmos (1611), Denver Chess Club, Round 3, October 2010

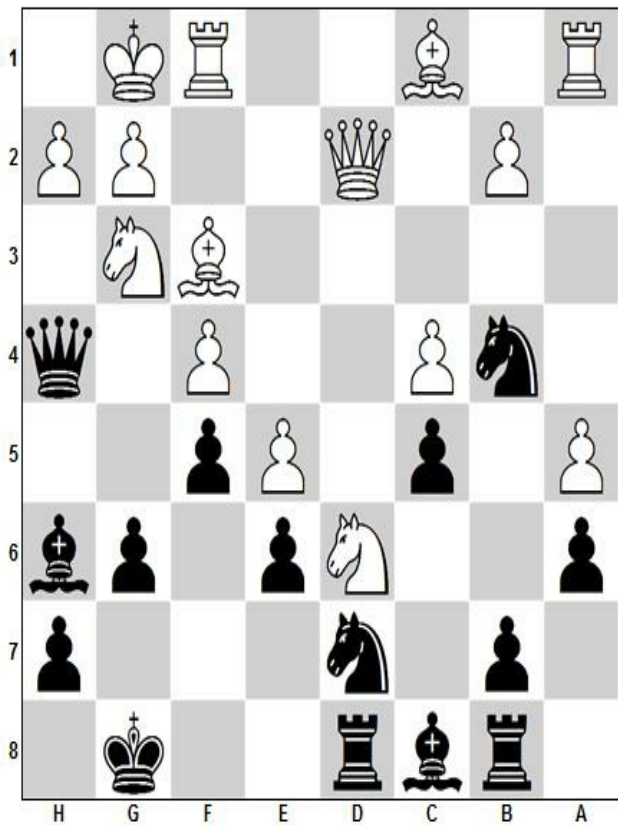
(507) White to move



47. Bc3 Making sure that black doesn't make a queen, even though it means giving up the knight, which is attacked by the f5 pawn.

From the game Jason Maes (1497) – Jose Olmos (1611), Denver Chess Club, Round 3, October 2010

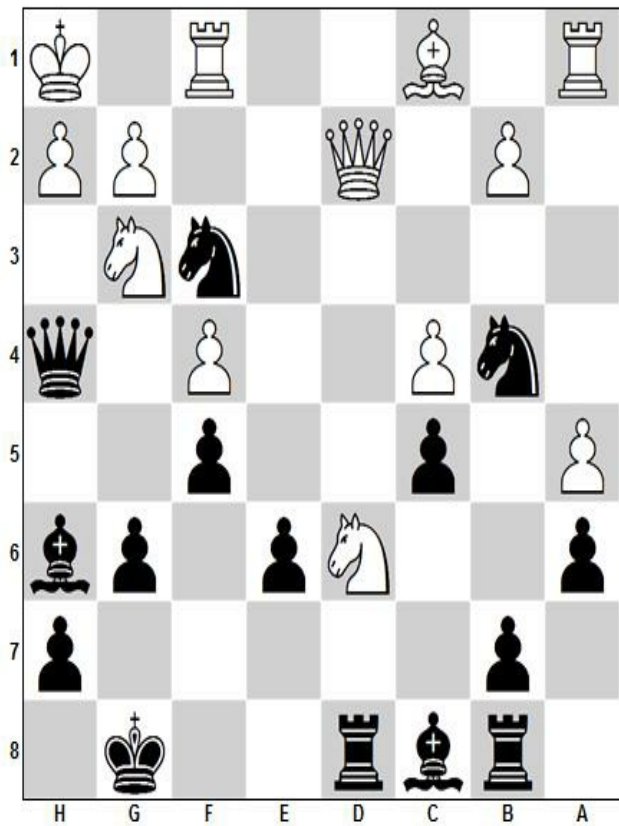
(508) Black to move



22...Nxe5 Winning a pawn, and removing a defender of the Knight, which had a nice outpost on d6. The f4 pawn is pinned to the Queen.

From the game William O'Neil (1647) – Randy Schine (1687), Denver Chess Club, Round 3, October 2010

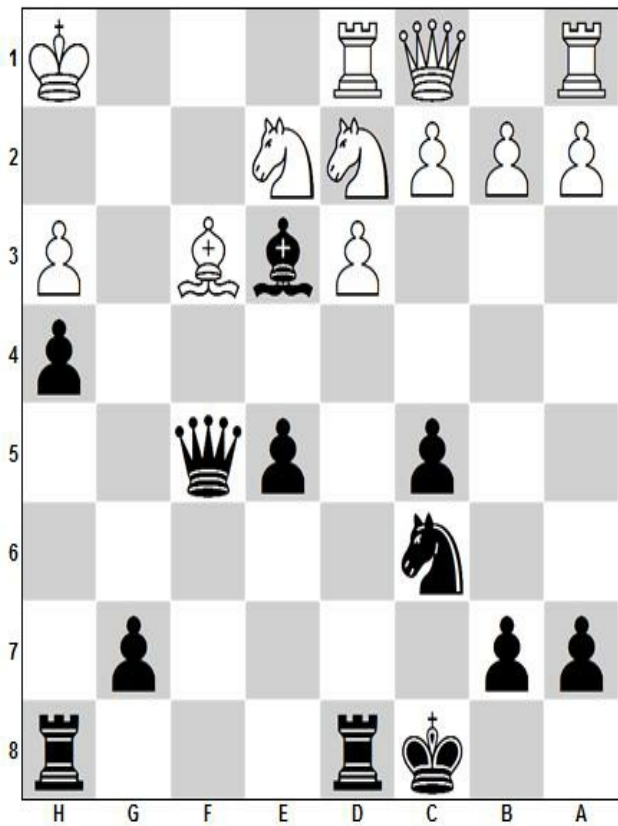
(509) Black to move



24...Qxh2# A simple mate in one

Variation from the game William O'Neil
(1647) – Randy Schine (1687), Denver
Chess Club, Round 3, October 2010

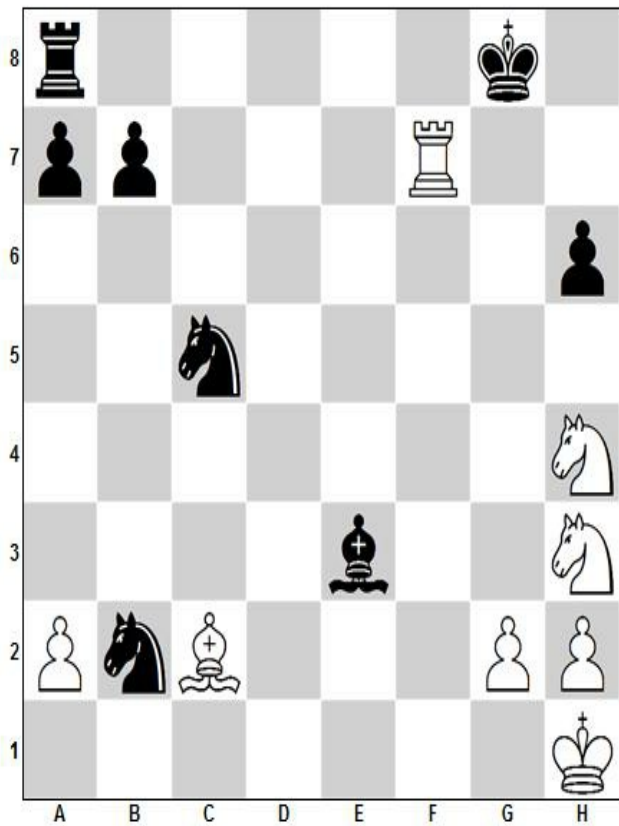
(510) Black to move



23...Qxh3# White is up a piece, but all of his army is on the queenside doing nothing, while his King is like Macaulay Culkin on Christmas – Home Alone.

Missed in the game Matt Malensek (1387)
- Daoud Zupa (2021), Denver Chess Club,
Round 1, September 7, 2010

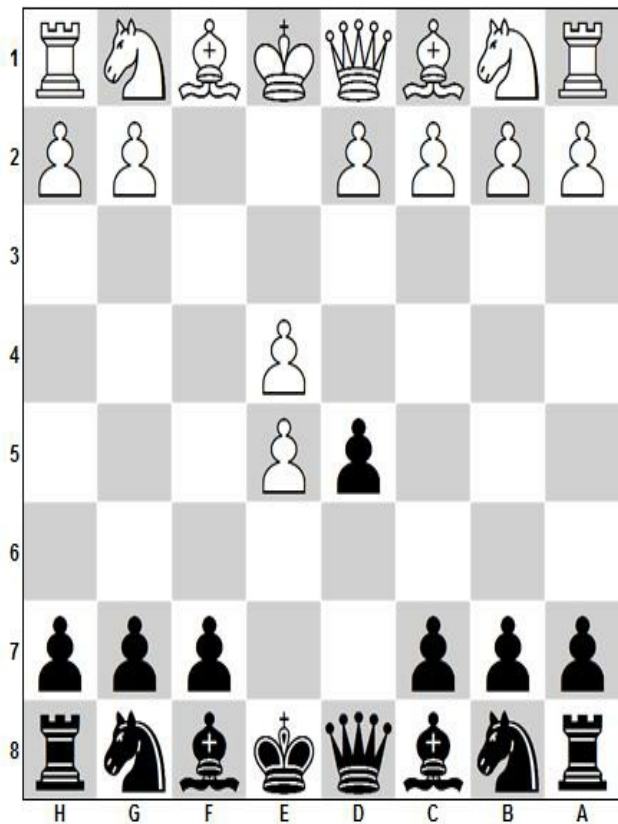
(511) White to move



30. Re7 attacks the Bishop on e3, and threatens **31. Bh7+ Kf8 32. Ng6#** Black cannot meet both threats, and will lose the Bishop, or get checkmated.

Missed in the game Andre Patin (1447) – Mark Willis (2040), Denver Chess Club, Round 1, September 7, 2010

(512) Black to move



3...Qh4+ White has misplayed the Falkbeer counter-gambit variation of the King's Gambit, in which Black sacrifices a pawn in return for quick and easy development.

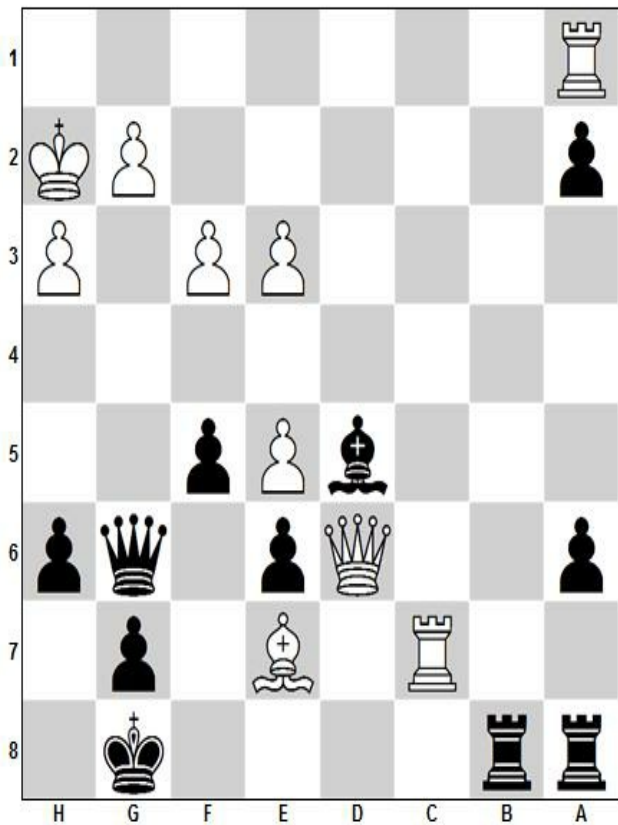
The game started **1. e4 e5 2. f4 d5** but white made a mistake by playing **3. fxe5** and is punished with **3...Qh4+** which picks up the e4 pawn on the next move.

The complete game went **1. e4 e5 2. f4 d5 3. fxe5 Qh4+ 4. Ke2 Qxe4+ 5. Kf2 Bc5+ 6. Kg3 Qxe5+ 7. Kf3 Qh5+ 0-1**

From the game Tom Corbett (1478) vs Dimitriy Fisch (1842), Denver Chess

Club, Round 2, September 14, 2010

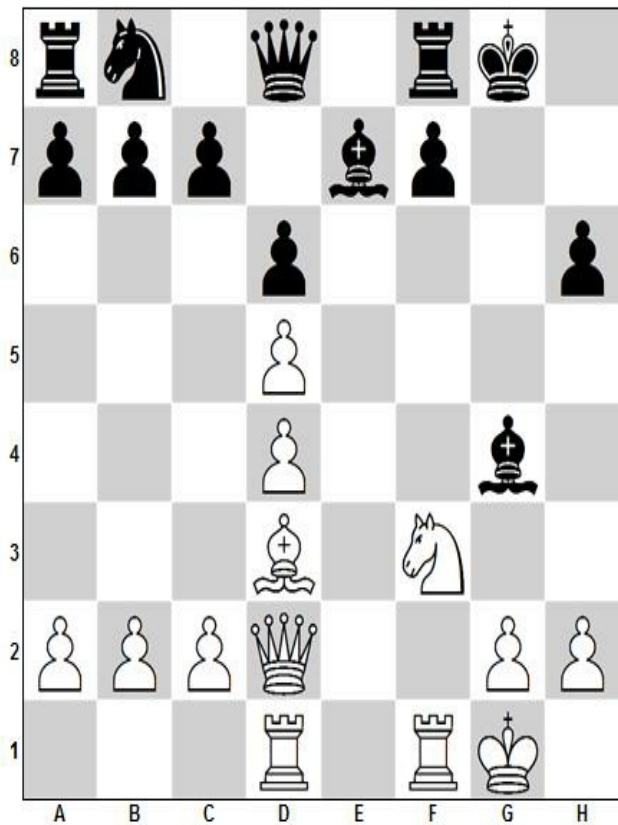
(513) Black to move



36...Rb2 Adds a second attacker to the very weak g2 pawn, threatening mate. **37. Rg1 38. a1=Q.** Black has several good moves in this position, including f4, which was played in the game.

Variation from the game Dymitr
Mozdyniewicz (2107) - Andre Patin
(1447), Denver Chess Club, Round 2,
September 14, 2010

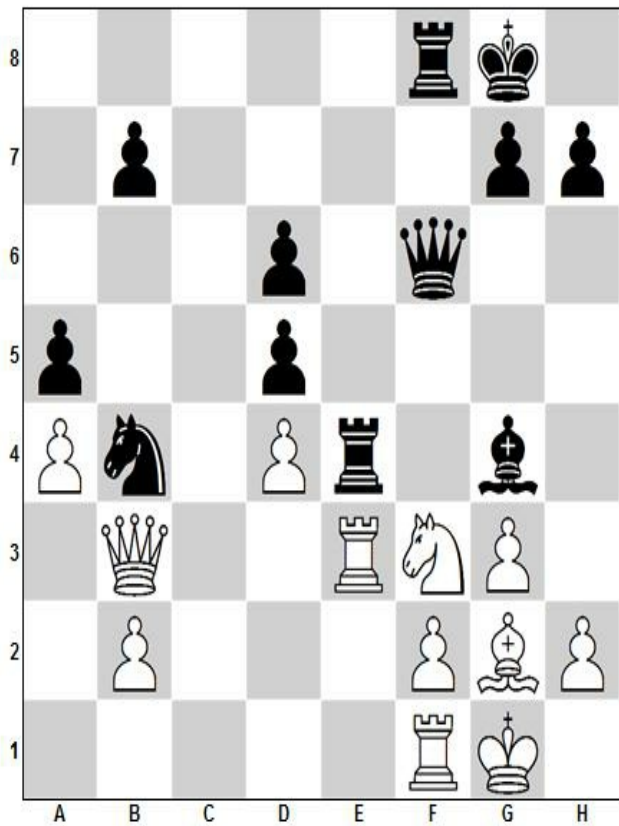
(514) White to move



16.Qxh6 White has an unusual lineup of pieces and pawns on the d file. Qxh6 wins a loose pawn and threatens mate on h7

Variation from the game Makr Willis (2040) – Paul Kullback (1334), Denver Chess Club, Round 2, September 14, 2010

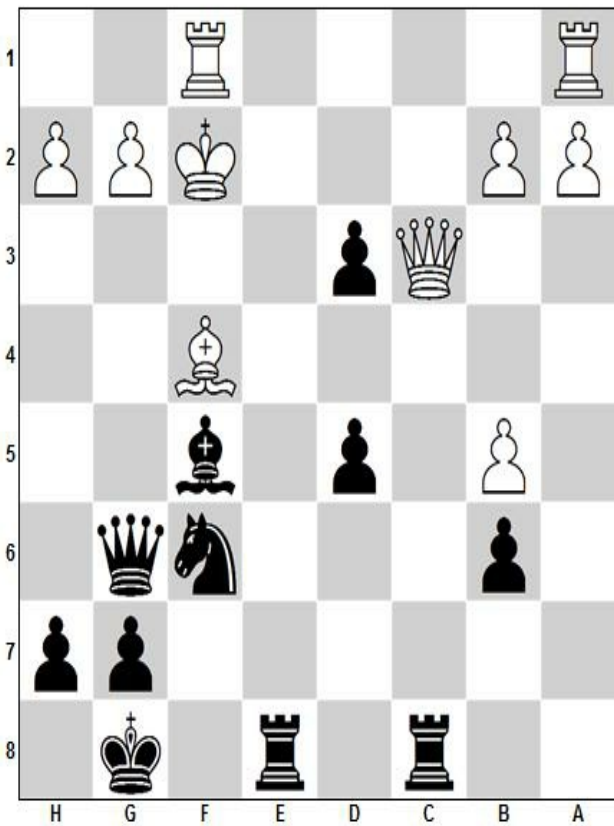
(515) White to move



22.*Rxe4* wins a piece - the d5 pawn is pinned

Missed in the game Daoud Zupa (2021) – William O’Neil (1607), Denver Chess Club, Round 2, September 14, 2010

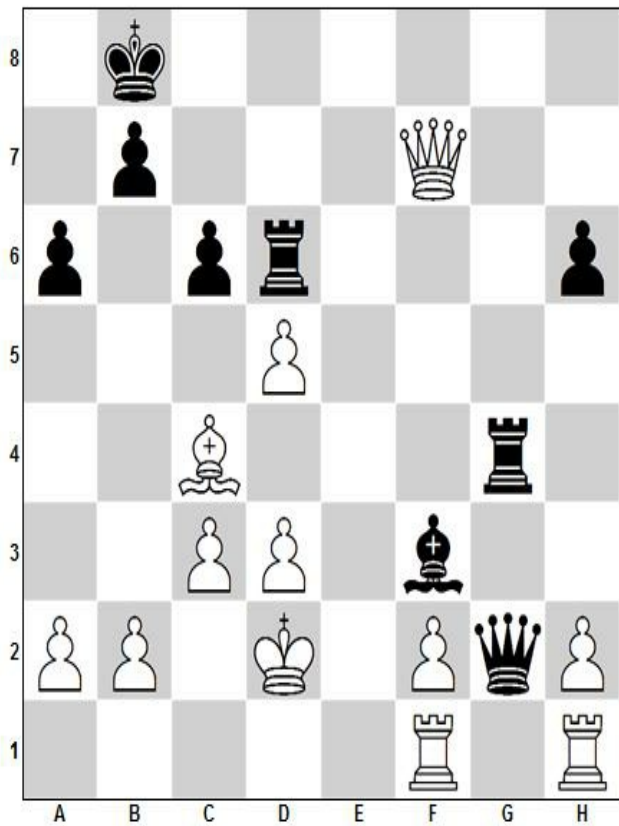
(516) Black to move



25...Re2+ 26. Kg1 (or 26. Kf3)
26...Qxg2#

Variation from the game Spence167
(1169) – bkpchs237 (1693),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

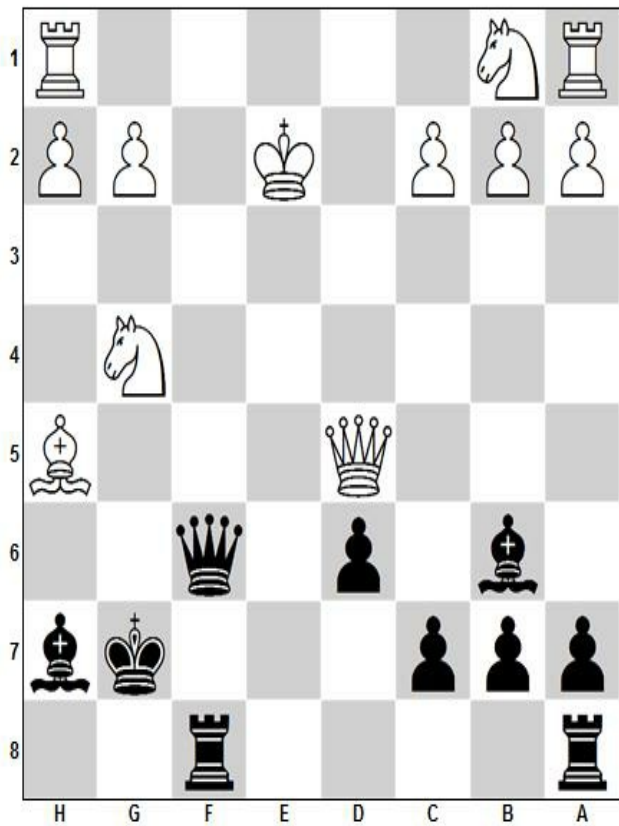
(517) White to move



25. *Qf8*+ forks the Black King and Rook.

Missed in the game Justin Alter (1240) –
Andre Patin (1447), Denver Chess Club,
Round 3, September 21, 2010

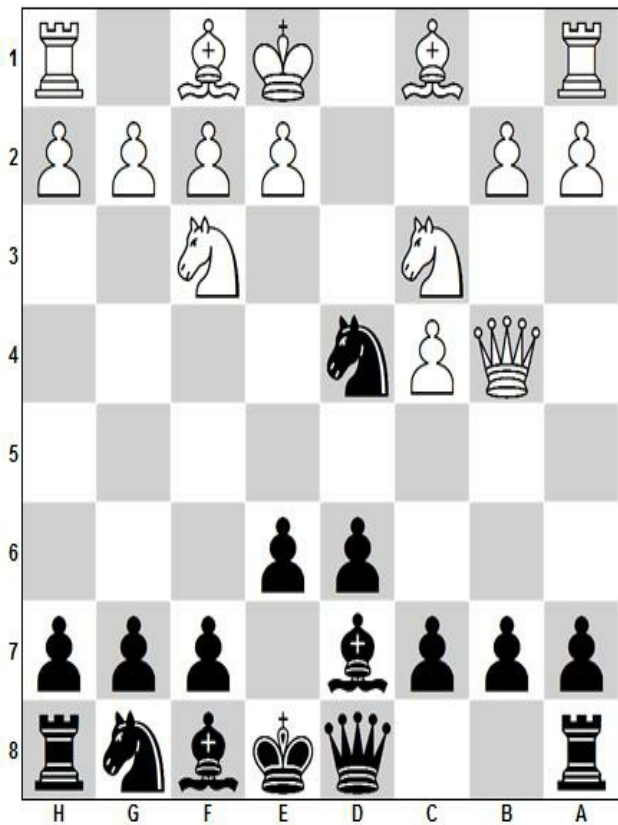
(518) Black to move



17...Qxb2 Gets the Queen out of the attack from the White Knight on g4 and wins a pawn

Missed in the game Jason Maes (unrated)
– Tom Corbett (1478), Denver Chess
Club, Round 3, September 21, 2010

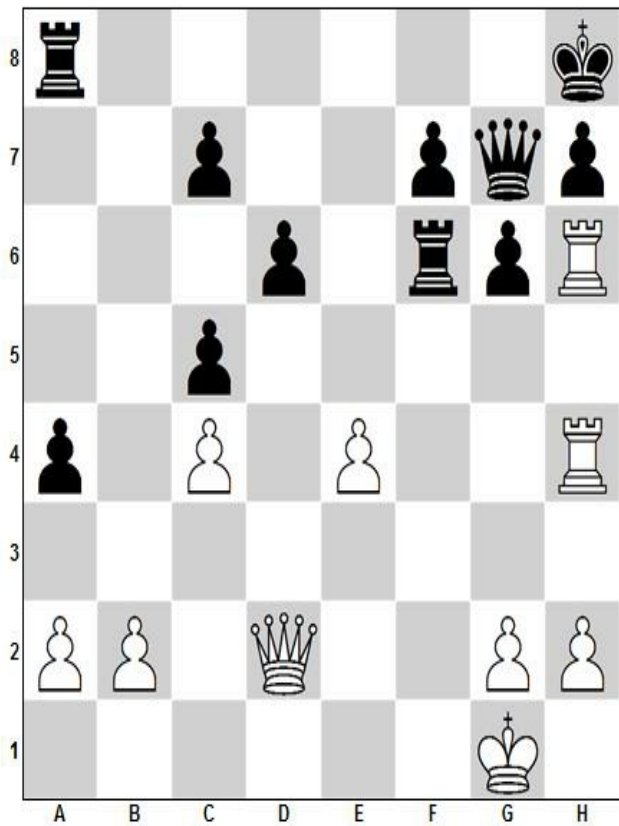
(519) Black to move



6...Nc2+ Family Fork

From the game Spence167 (1169) – bplus
(1551), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

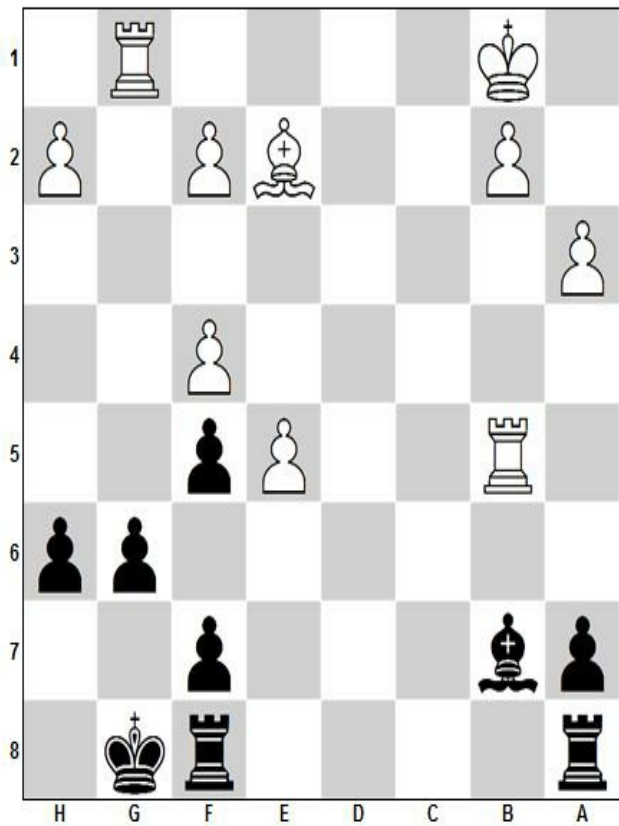
(520) White to move



30.Qc3 pinning the Black Rook to the Black Queen, which is getting overloaded trying to protect h7 and the Rook on f6.

From the game William O'Neil (1607) – Matt Malensek (1400), Denver Chess Club, Round 3, September 21, 2010

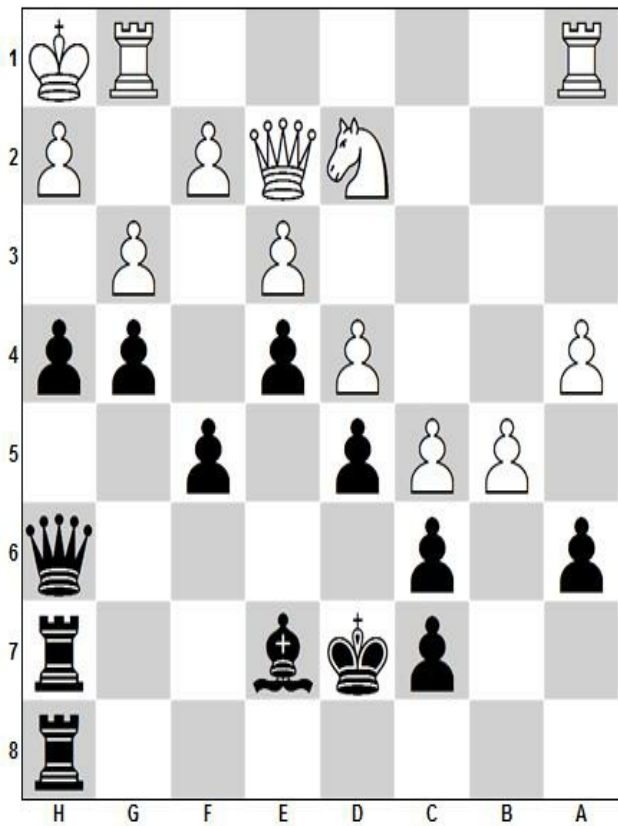
(521) Black to move



24...Ba6 Skewers the Rook and Bishop

Variation from the game Randy Schine
(1718) - Justin Alter (1240), Denver
Chess Club, Round 4, September 28, 2010

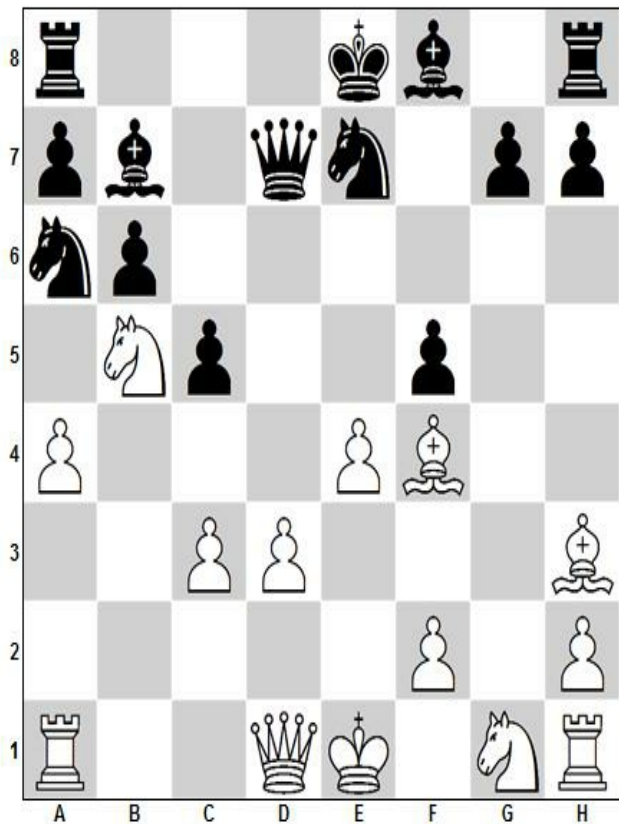
(522) Black to move



28...*hxg3* opens up the h file where Black has a deadly battery lined up. Amazingly White somehow survived this attack, and won the game in a near 600 point upset.

From the game Bruce Bain (846) vs Emir Santana (1424), Denver Chess Club, Round 1, June 1, 2004.

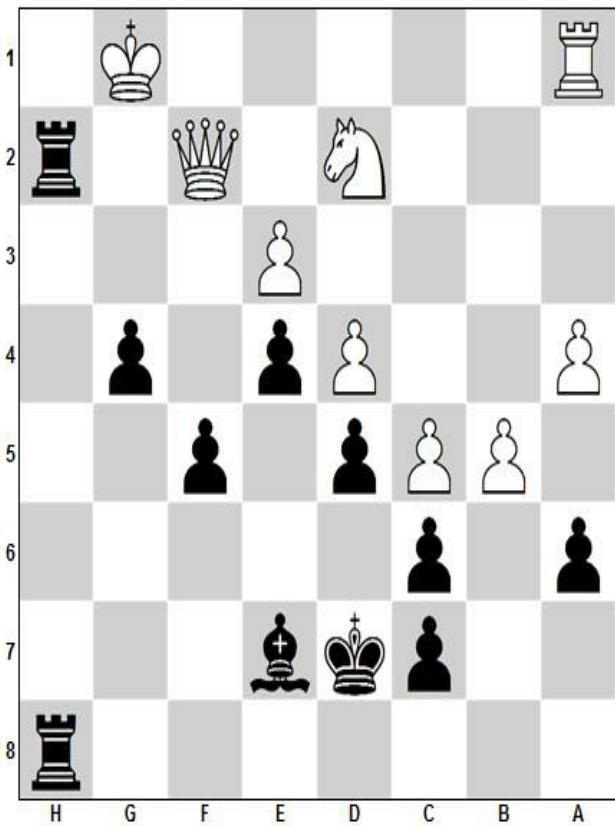
(523) White to move



13.Nd6+ Kd8 14. Nf7+ forks the King and Rook

From the game goodknightout (1613) –
bplus (1551), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

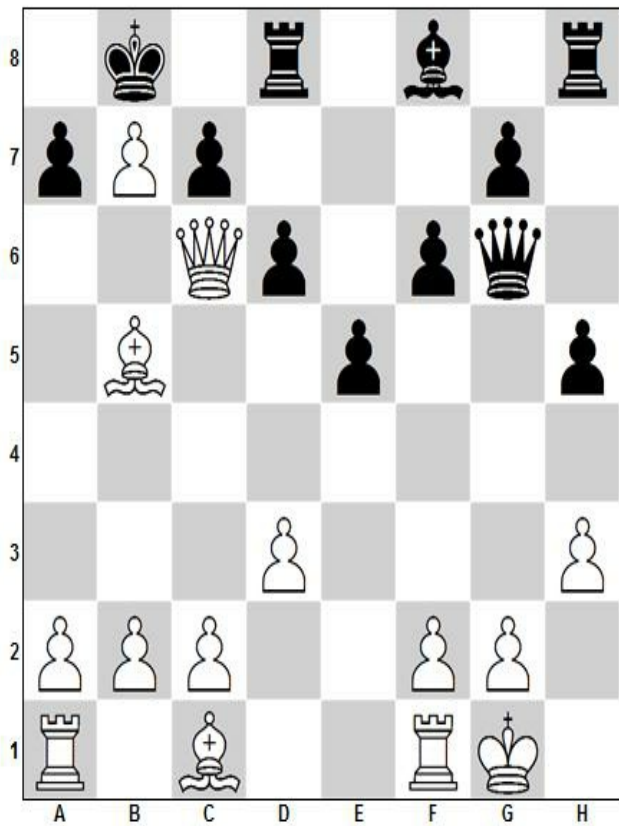
(524) Black to move



32...Rh1+ Not **Rxf2** which was played in the game. It is better to play **32...Rh1+** followed by **33. Kg2 R8h2+ 34.Kg3 Bh4+ 35. Kf4 Rxf2+ Ke5 Rxa1** when black has won everything, not just the Queen for a Rook.

From the game Bruce Bain (846) vs Emir Santana (1424), Denver Chess Club, Round 1, June 1, 2004.

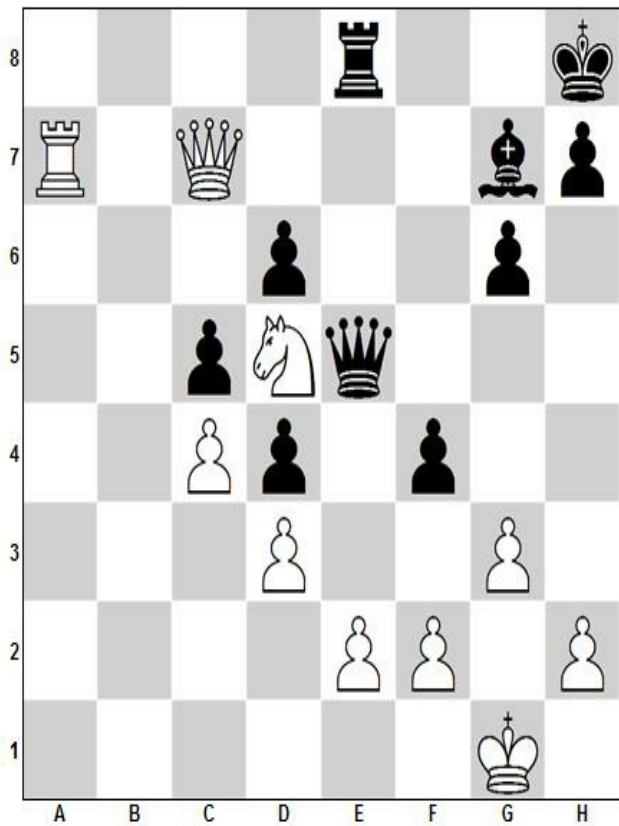
(525) White to move



15. Be3 and Black cannot stop the mate **16. Bxa7+ Kxa7 17. Qa6+ Kb8 18. Qa8#**

Missed in the game *spesialarbeider*
(1274) – *Nsolomon* (1159),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

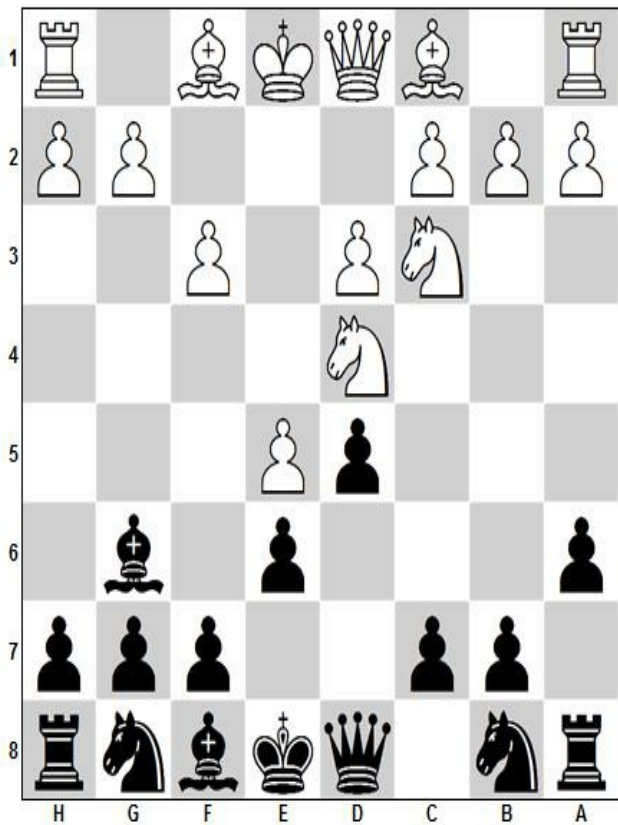
(526) White to move



37.gxf4 deflecting the queen from her protection of the Black Bishop on g7

From the game Ron Akin (1806) – David Weatherall (1653), May Daze, Round 1, Denver, CO, May 2, 1998

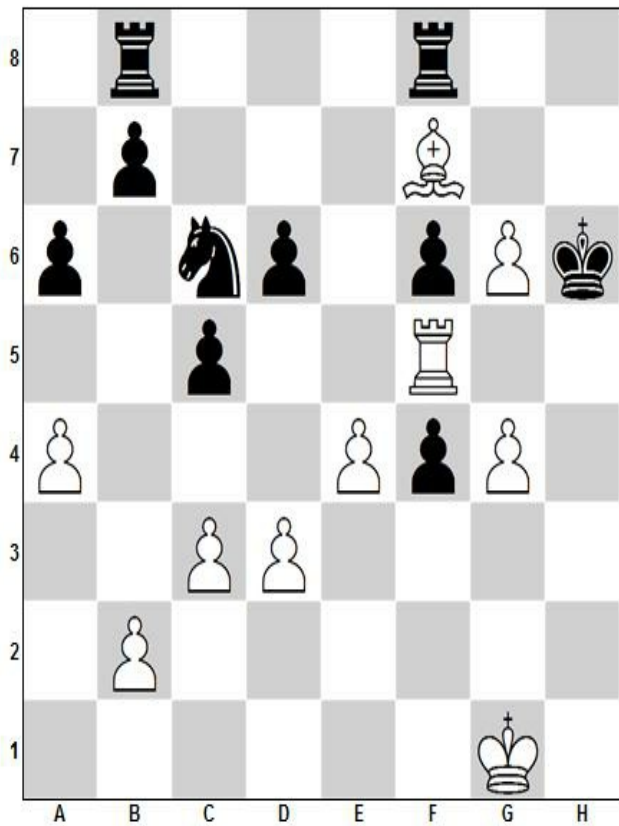
(527) Black to move



7...*Qh4*+ Forks the White King and Knight.

Missed in the game *spesialarbeider* (1274) – *Nsolomon* (2270),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

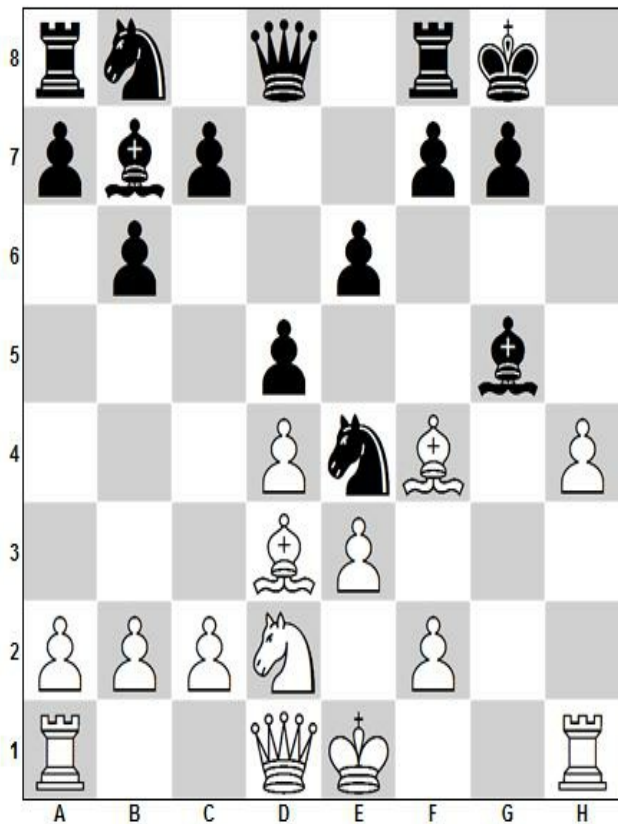
(528) White to move



38.*Rh5*+ followed by mate after Kg7
Rh7#

Variation from the game Ron Akin (2013)
– Tom McKenna (1943), Global Server
Game, November 20, 2002

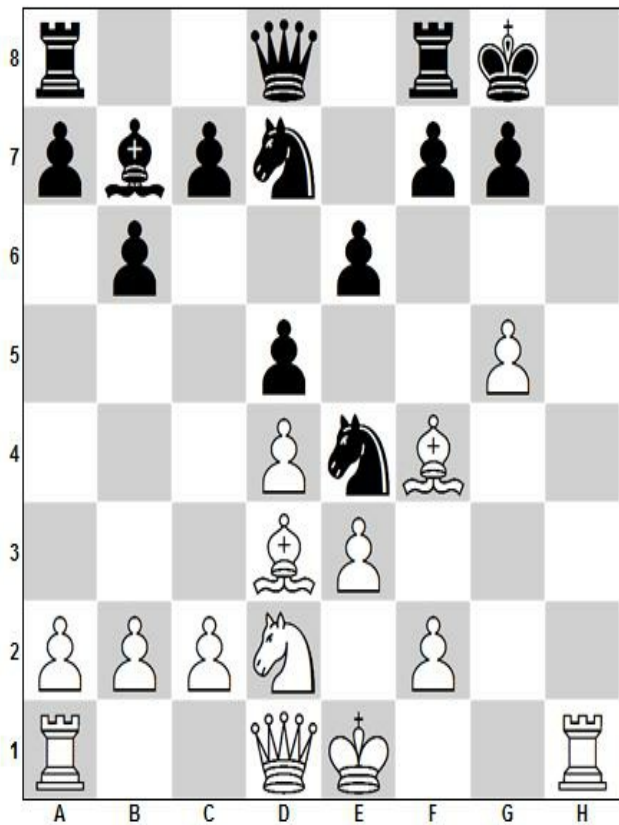
(529) White to move



12.hxg5 opening up the h file. See follow up in the next problem

From the game Tim Brennan (1666) – Robert Parker (1747), New Mexico Memorial, Round 5, February 1, 2004

(530) White to move



13.Qh5 creates a battery on the h file.
These types of attacks against a castled king can be very hard to defend against.
In this case there is no way to stop the mate.

**13...f5 14.g6 Qh4 15.Rxh4 Nxd2
16.Qh7#**

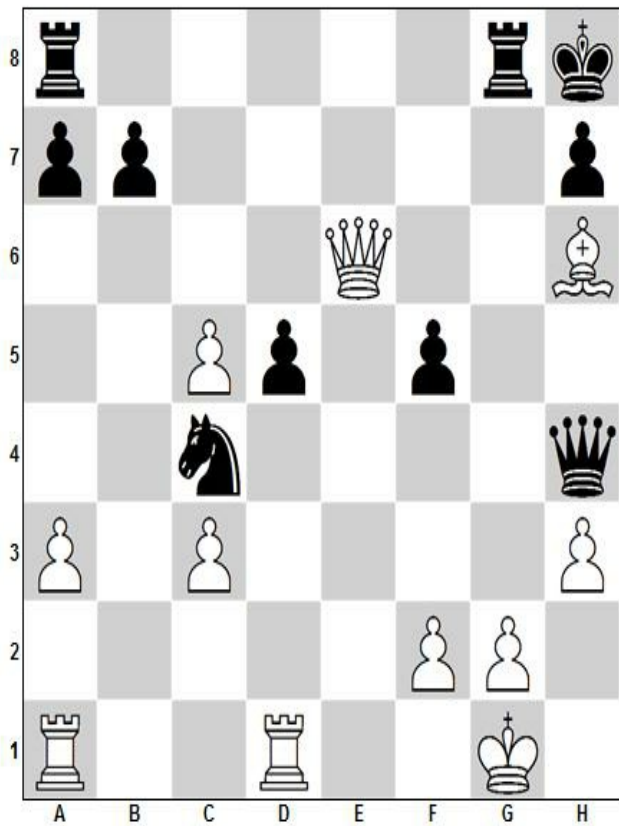
13...f6 14.g6 Nxd2 15.Qh7#

13...Nxd2 14.Qh7#

From the game Tim Brennan (1666) –
Robert Parker (1747), New Mexico

Memorial, Round 5, February 1, 2004

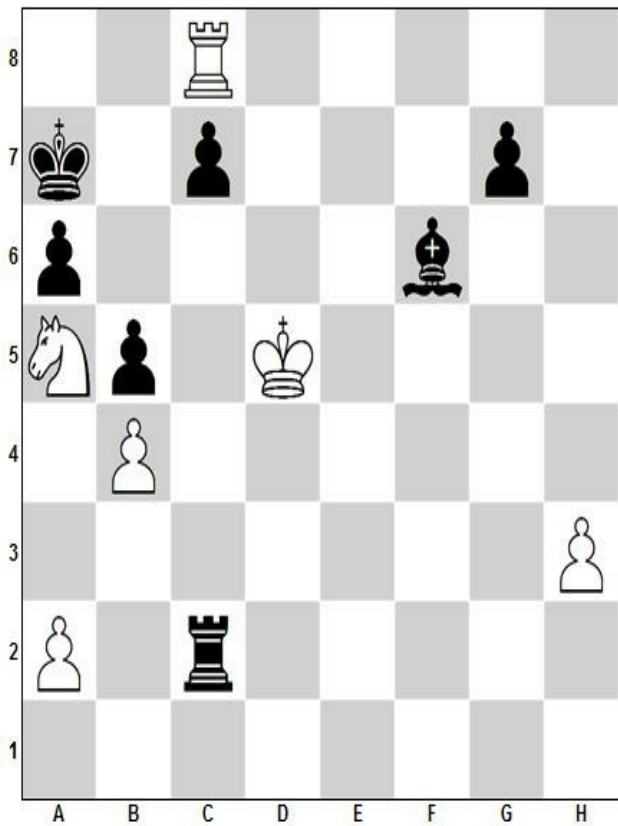
(531) White to move



22.*Rd4* forks the queen and knight

Missed in the game La Moyne Splichal
(1616) – Andrew Smith (1927), 2004
Foundation Cup Team, Round 1, Ft.
Collins, CO, January 10, 2004

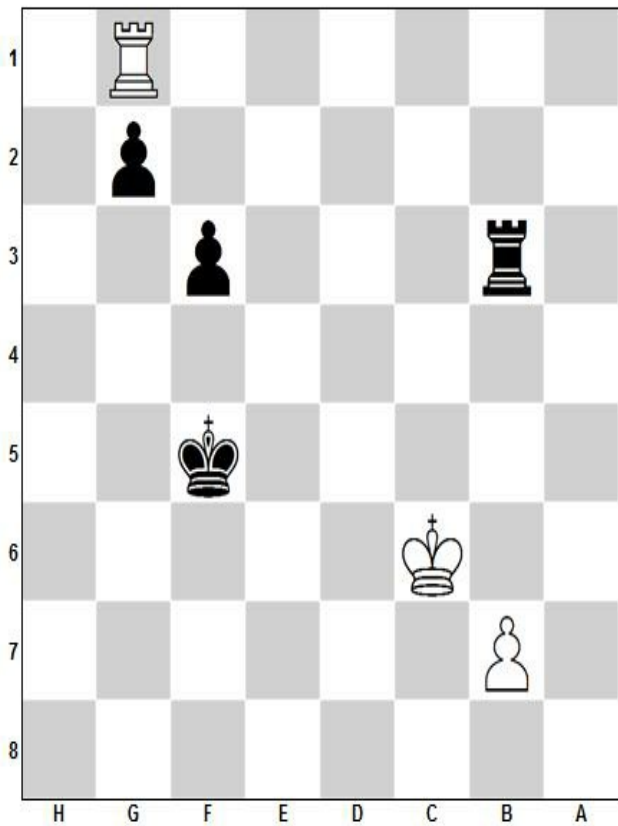
(532) White to move



36.Nc6+ and Black has to give up the Rook, or gets hook mated with **36...Kb6** or **36...Kb7 37. Rb8#**

Missed in the game *spesialarbeider* (1274) – *bkpchs237* (1693),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

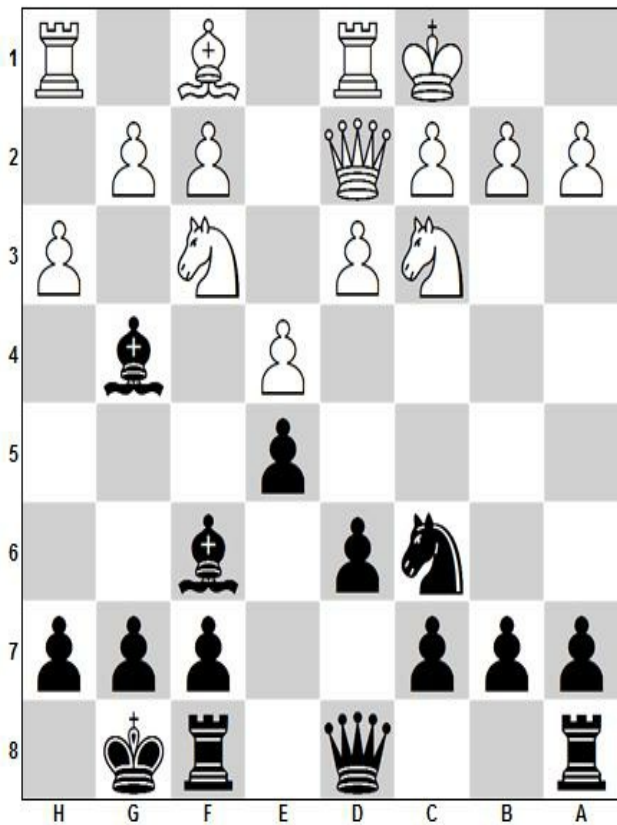
(533) Black to move



52...f2 and the White Rook cannot stop a pawn from Queening.

From the game *spesialarbeider* (1274) – *bplus* (1551), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

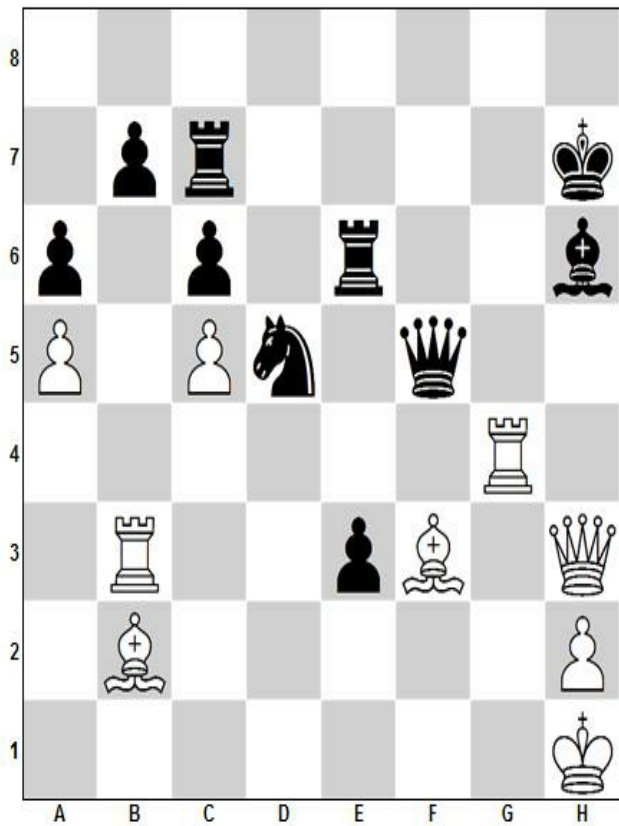
(534) Black to move



9...Bxf3 removes the defender of the g5 square. **10. gxf3 Bg5** pinning the White Queen to the King. This is a common tactic when one side has castled Queenside.

Missed in the game Nsolomon (1159) –
spesialarbeider (1274), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

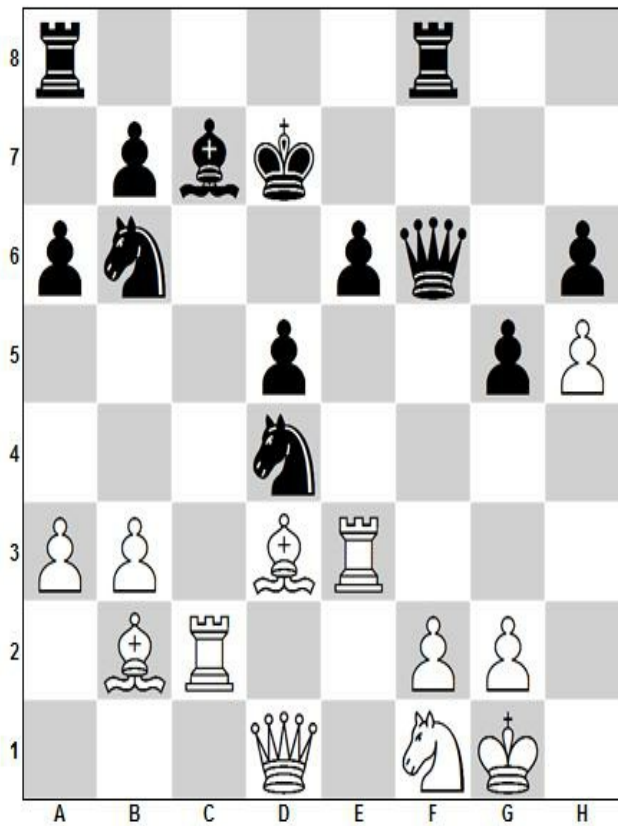
(535) White to move



47.Rg7+!! Discovered attack on the Black Queen on f5

From the game Daoud Zupa (1947) – Paul Grimm (1684), New Mexico Memorial, Round 2, Bernalillo, NM, January 30, 2004

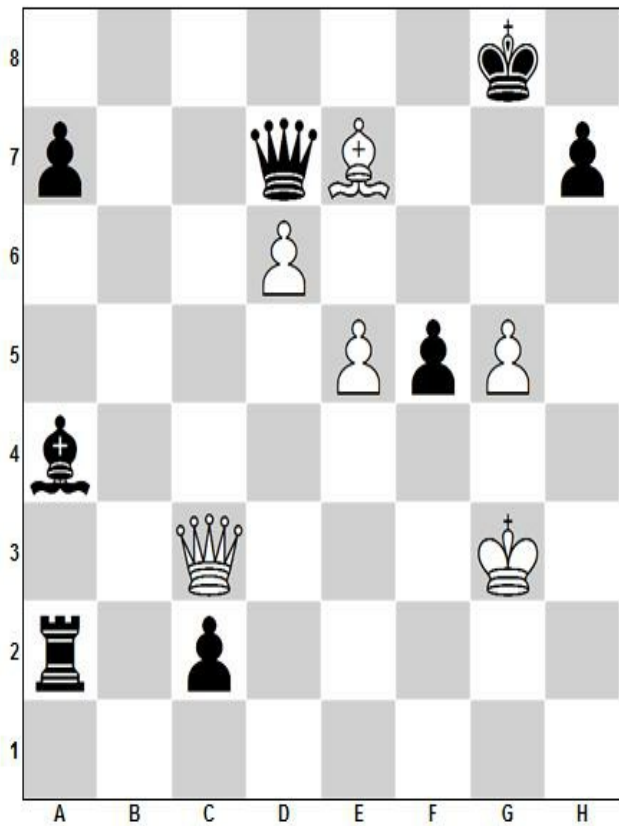
(536) White to move



24. Bxd4 and if **24... Qxd4** **25. Bb5+**
discovered attack

Variation the game mihai52 (2270) –
goodknightout (1613), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

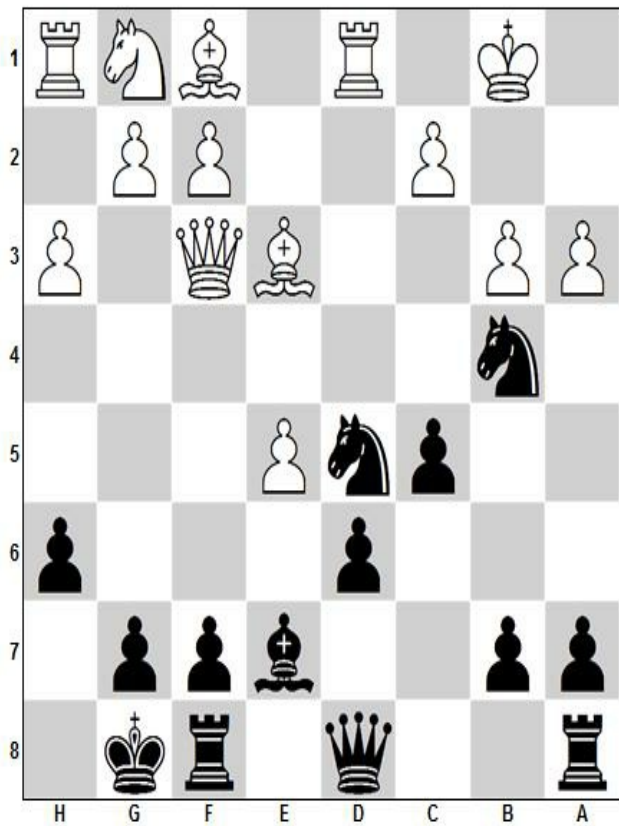
(537) White to move



47.Qc4+ forks the Black King and Rook

Variation from the game David Landers
(1927) – Alexander Gitis, Winter Springs
Open, Round 2, Colorado Springs, CO,
December 6, 2003

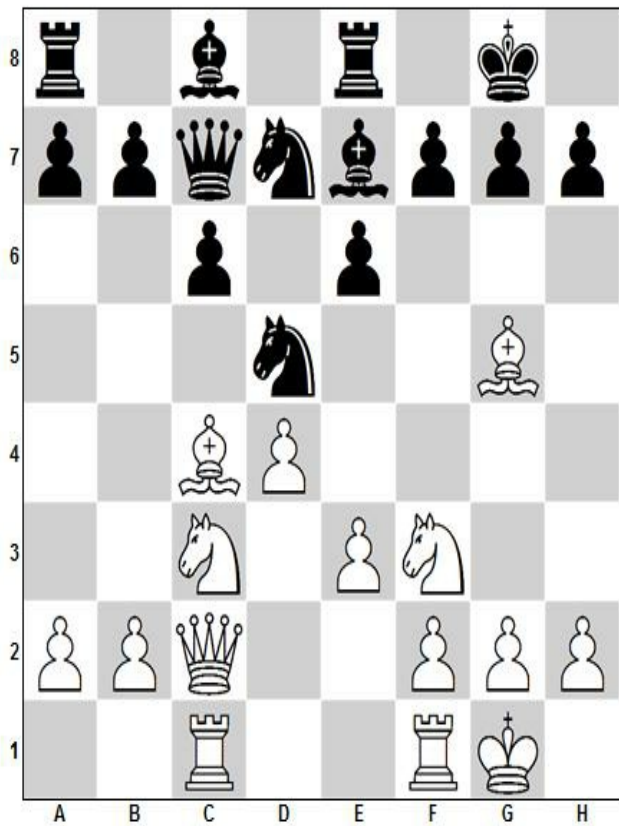
(538) Black to move



16...Nc3+ forks the White King and Rook.

From the game Brisbane Broncos (1244)
– TUBTUB (1522), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

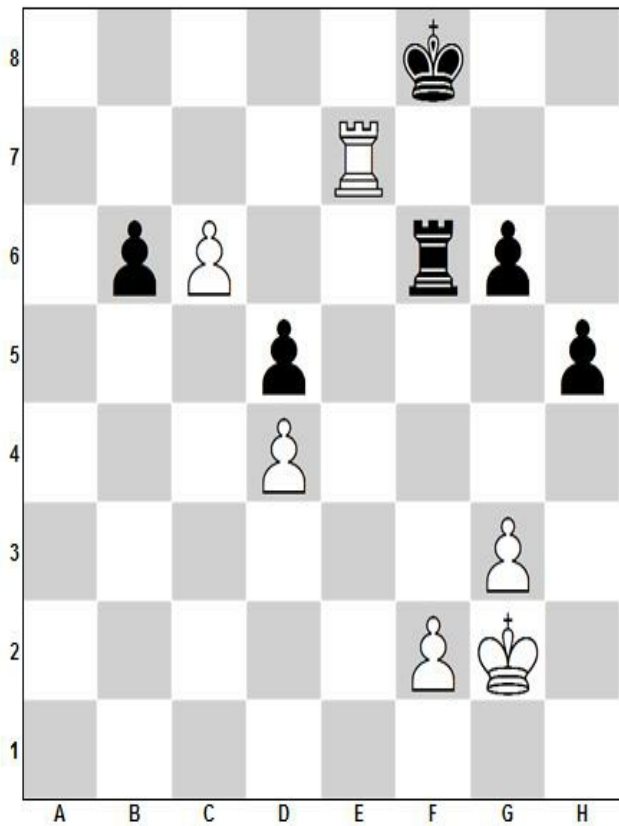
(539) White to move



12. Bxd5 exd5 13. Bxe7 Rxe7 14. Nxd5
forks the Black Queen and Rook (the c
pawn is pinned).

From the game John Schultz (1556) – Sam
Meyer (1311), Winter Springs Open,
Round 2, Colorado Springs, CO,
December 6, 2004

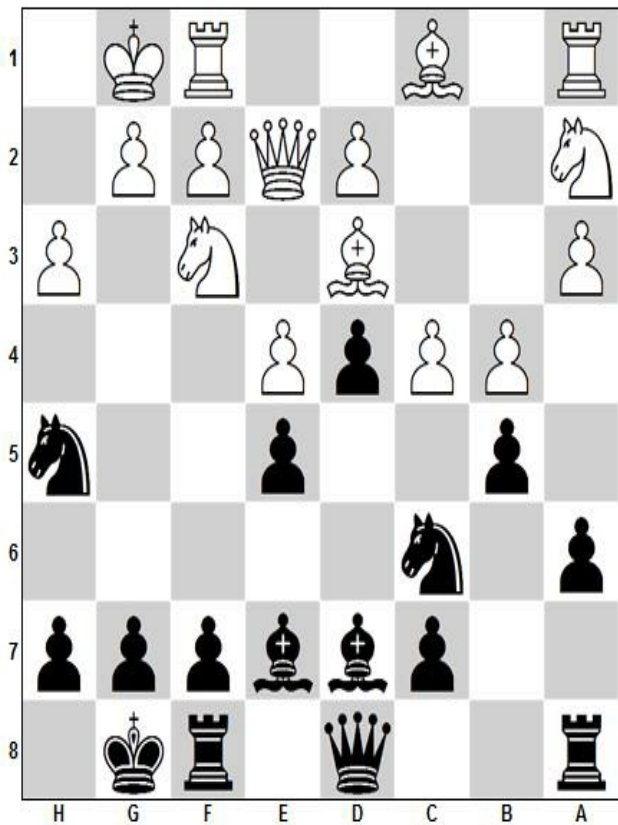
(540) White to move



50.c7 the only winning move. **50...Rc6**
51. Rd7 and Black can't stop **Rd8+** and
c8=Q

From the game Brian Wall (2236) – Denis Kholodar (2200), 2003 Winter Springs Open, Round 3, Colorado Springs, CO, December 7, 2003

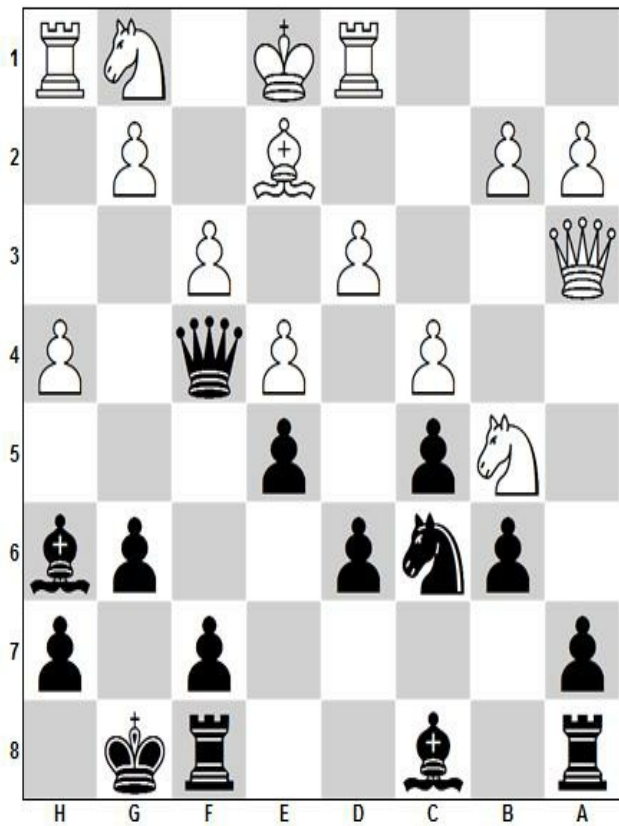
(541) Black to move



12...Nf4 forks the White Queen and Bishop. The Queen cannot move, and still protect the Bishop.

Missed in the game GoodKnight2U (1535)
– tgun77 (1381), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

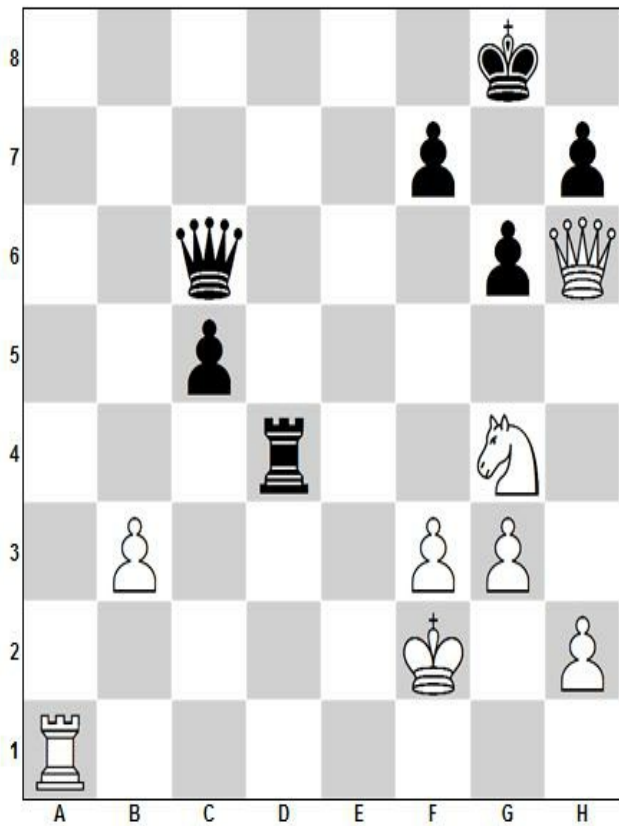
(542) Black to move



13...Qg3+ a forced mate on the weak dark squares ***14.Kf1 Be3 15.Nh3 Bxh3 16.Rxh3 Qf2#***

From the game Fel (1108) – Mbakunin (1336), redhotpawn.com Clan challenge, August 8 2008

(543) White to move



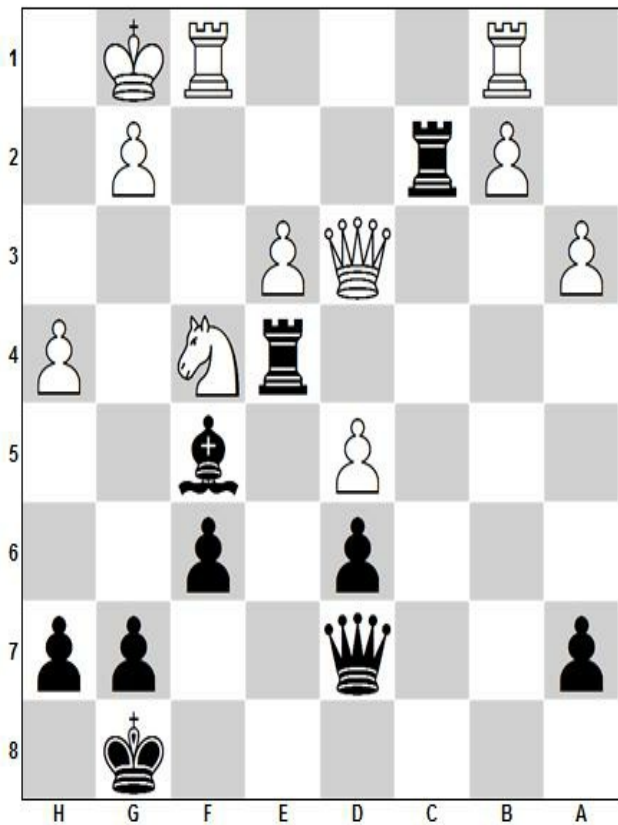
32.Ra8+ all roads lead to mate.

32...Qxa8 33.Nf6+ Kh8 34.Qxh7#

32...Rd8 33.Rxd8+ Qe8 34.Rxe8#

From the game John Schultz (1556) –
Dean Brown (1429), 2003 Winter Springs
Open, Round 3, Colorado Springs, CO,
December 7, 2003

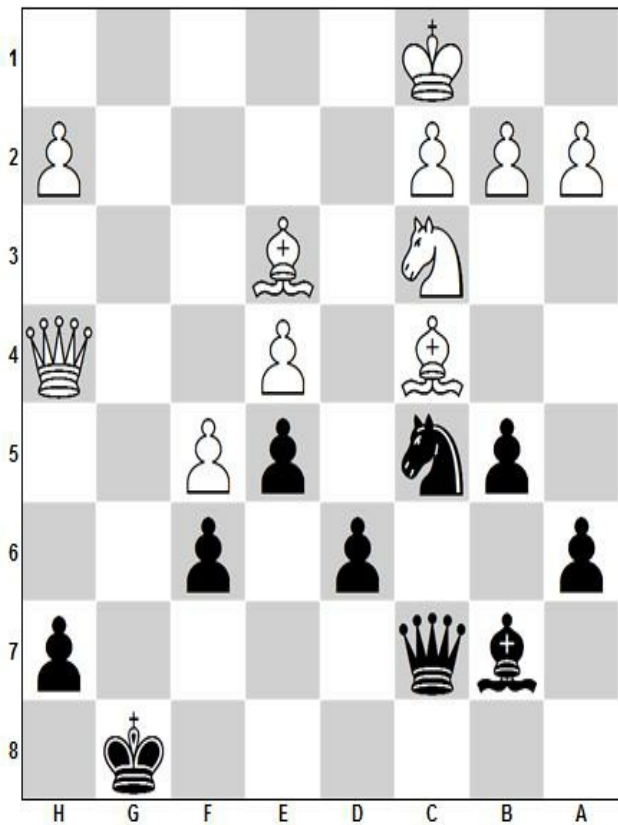
(544) Black to move



22...Rxf4 wins a piece with a discovered attack on the White Queen

From the game GoodKnight2U (1535) –
Oist (1456), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

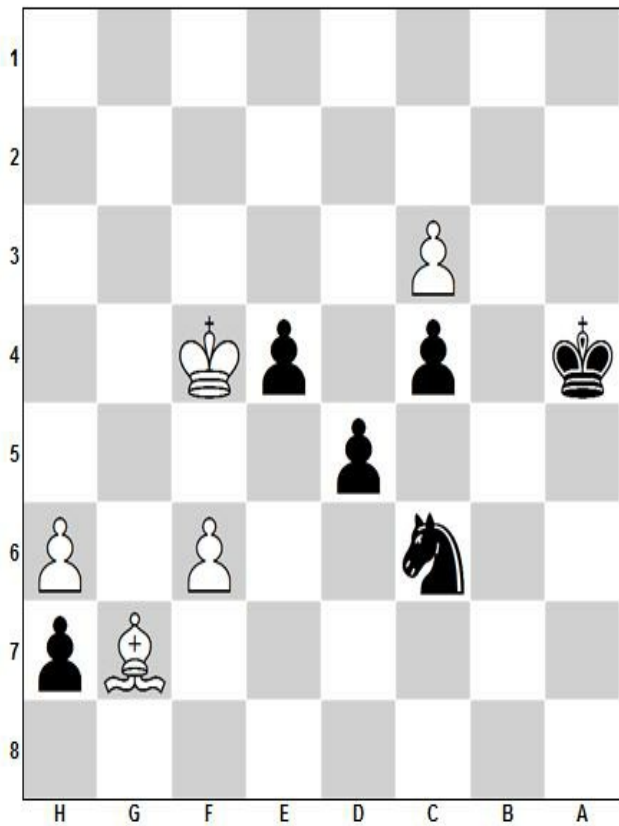
(545) Black to move



34...bxc4 Gets the King out of check, and captures a bishop that is just hanging there. Problems like this are kind of "stupid" but good at training you to really look at what is going on in the position, and not miss the "obvious". They often have surprisingly low success rates on sites like <http://www.chess.com>'s tactics trainer where you can see how well people did in solving a problem.

Variation from the game Randy Canney (2237) – Denis Kholodar (2200), 2003 Winter Springs Open, Round 4, Colorado Springs, CO, December 7, 2003

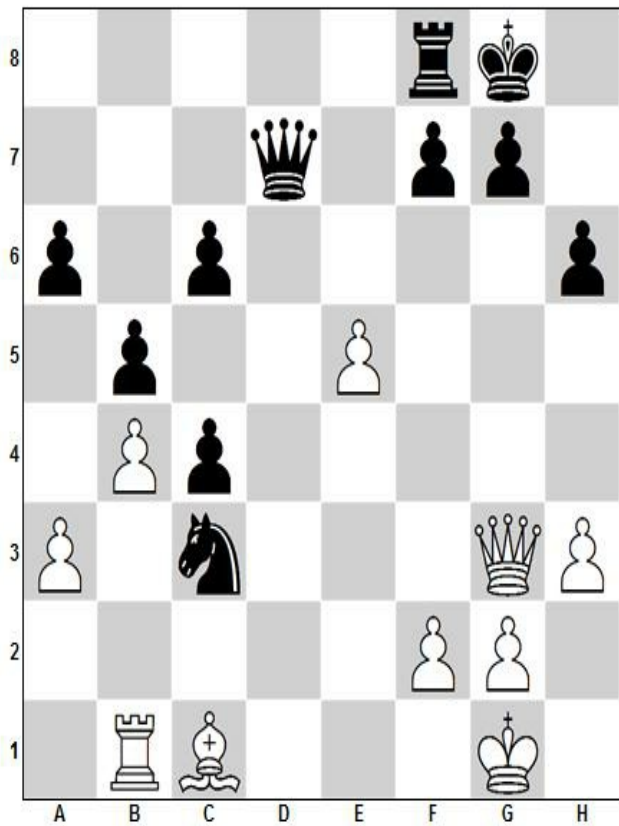
(546) Black to move



67...Nd8 The only move for Black here. This stops the f6 pawn from advancing to a make a Queen, and makes it awkward for the White Bishop to get back in the game without sacrificing their best pawn. Black went on to win this game in 85 moves.

From the game Randy Canney (2237) – Denis Kholodar (2200), 2003 Winter Springs Open, Round 4, Colorado Springs, CO, December 7, 2003

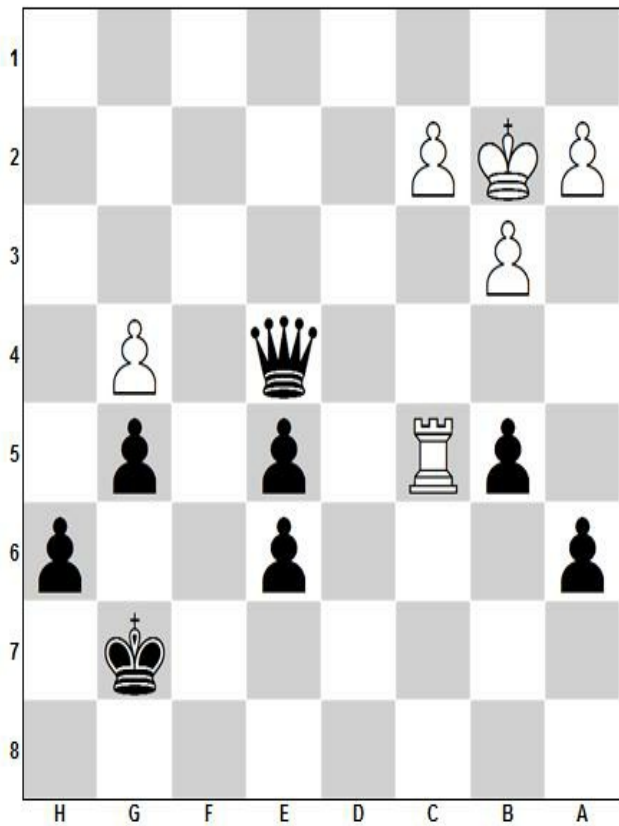
(547) White to move



24. Qxc3 picks up the hanging piece. The overly complicated **24. Bxh6??** Hoping for **25. Qxg7#** loses to **24...Ne2+** forking the White King and Queen.

From the game Thys (1368) – rookguy (1606), redhotpawn.com 2012
Championship, Round 1, February 1, 2012.

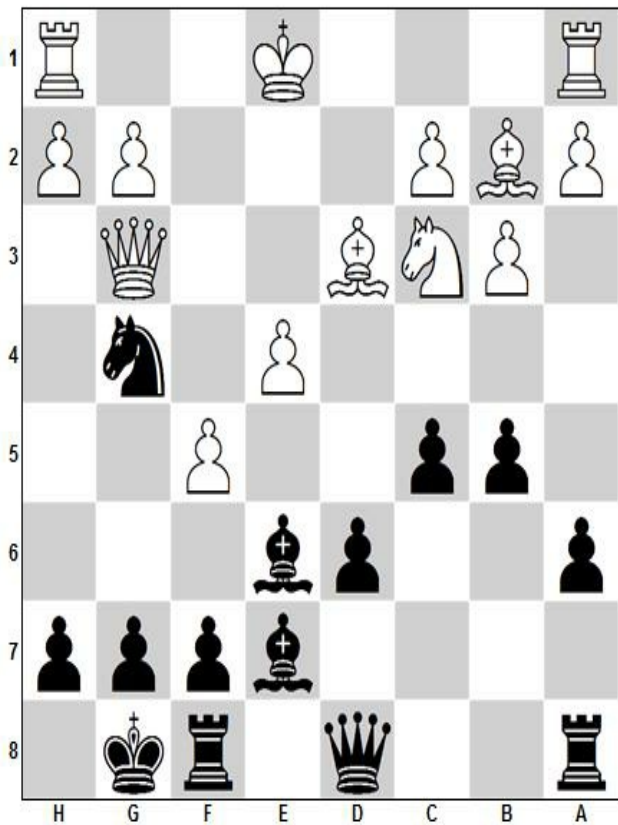
(548) Black to move



39...Qd4+ forks the White Rook and King.
40 Kc3 b4 attacking the pinned piece

Missed in the game Brisbane Broncos
(1244) – Tintin1963 (1763),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012.

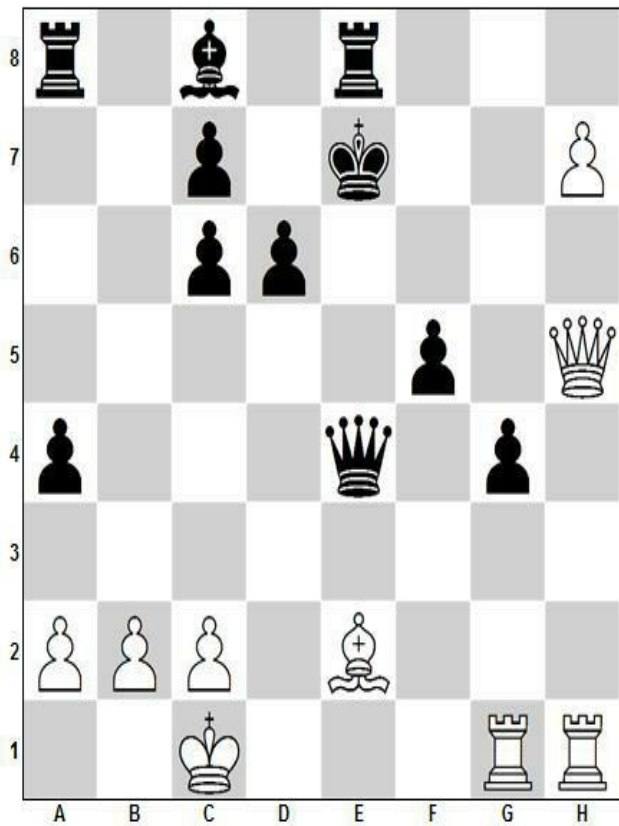
(549) Black to move



19...Bh4 pins the White Queen to the King.

From the game Brisbane Broncos (1244)
– Tintin1963 (1763), redhotpawn.com
2012 Championship, Round 1, February 1,
2012.

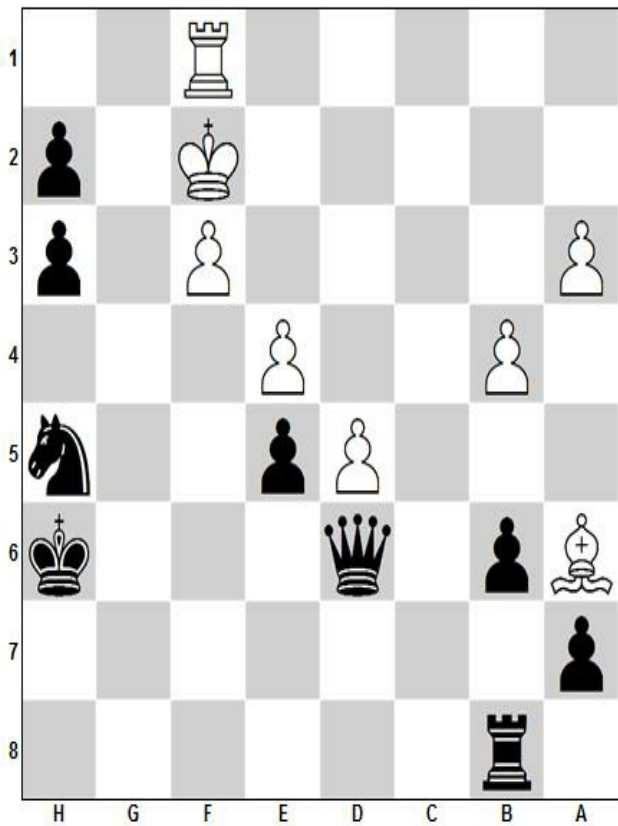
(550) White to move



28. Qxe8+ The crowning sacrifice. **28...**
Kxe8 29. h8=Q+

From the game Bela Geczy (1921) –
David Landers (2037), 1998 Winter
Springs Open, Round 1, April 14, 2011

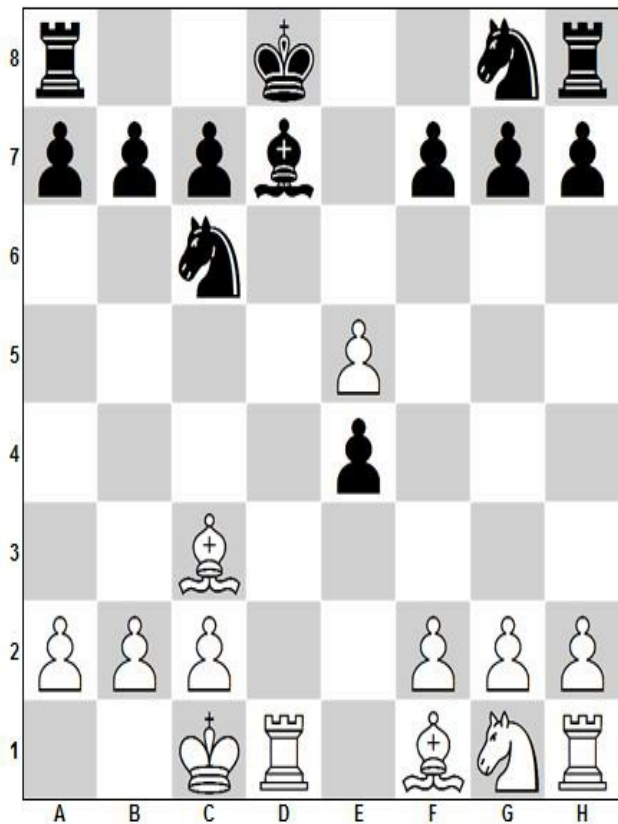
(551) Black to move



44...b5 traps and discovers an attack on the White Bishop

Variation from the game John Schultz (1513) – Joe Bihlmeyer (1780), 1998 Winter Springs Open, Round 1, Colorado Springs, CO, December 5, 1998.

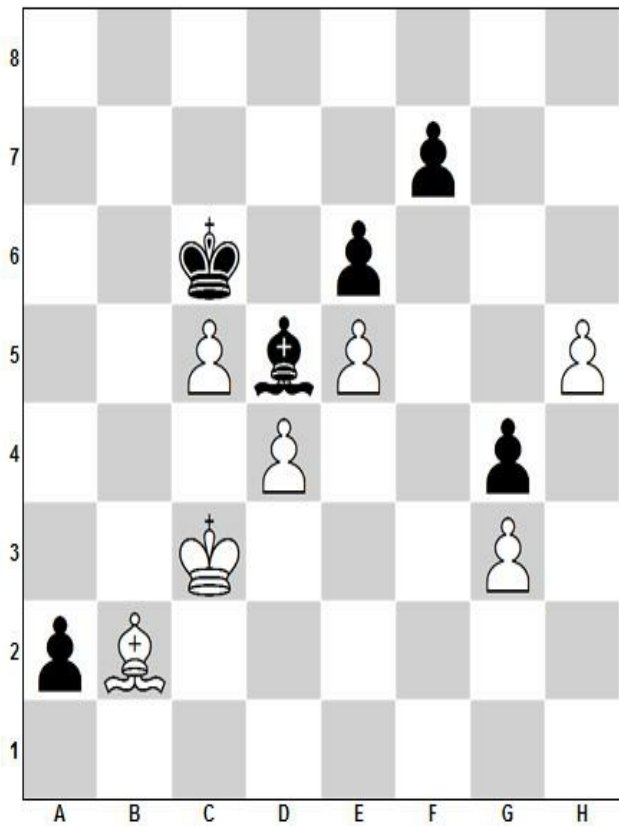
(552) White to move



9.e6 attacks the pinned Black Bishop on d7 and discovers an attack on the g7 pawn from the White Bishop on c3. Black cannot defend both threats.

From the game GoodKnight2U (1535) – runningcamelot (883), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

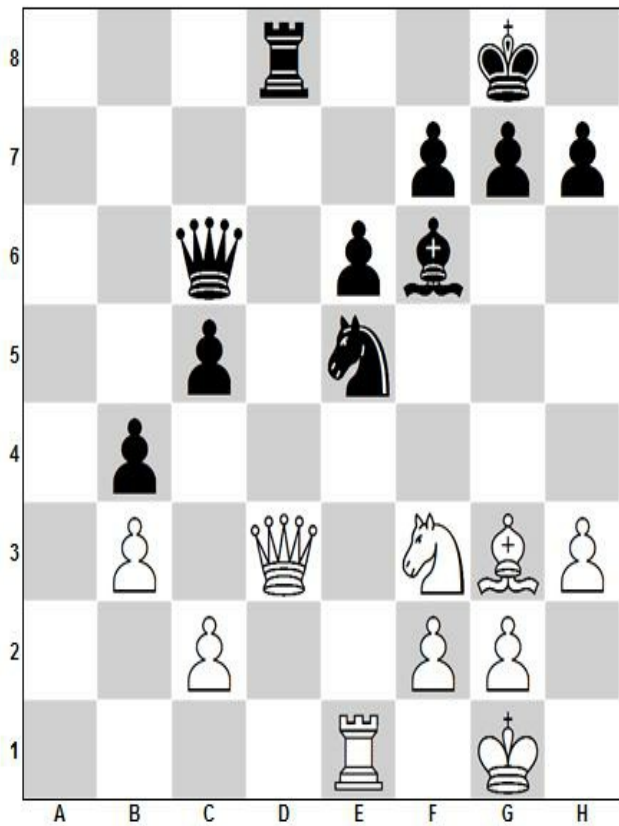
(553) White to move



43.Kd3 prevents **43...Be4** stopping the runaway h pawn, and gives White an easy win.

Missed in the game Stephen Jackson (1610) – William Blake Garcia (1431), Winter Springs Open, Round 1, Colorado Springs, CO, December 5, 1998

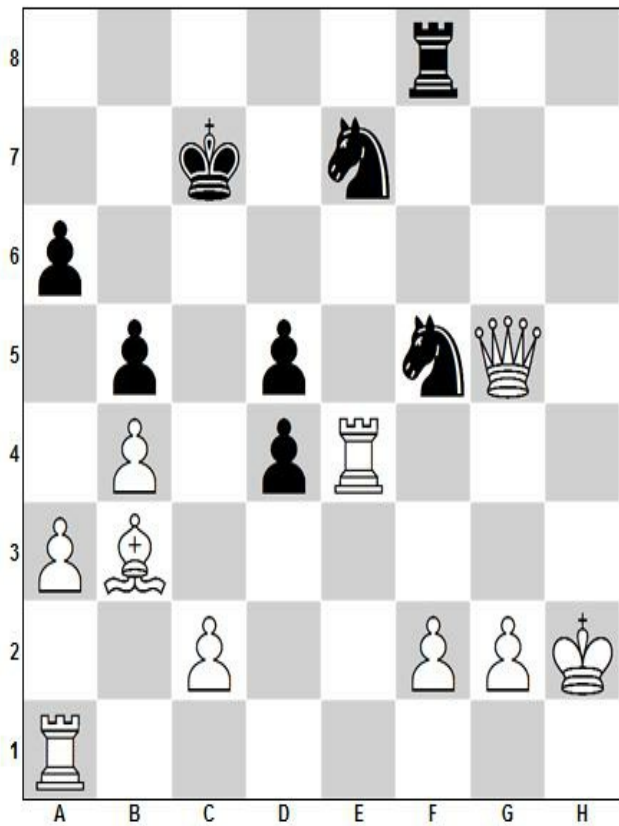
(554) White to move



24.Nxe5 The best move here is to ignore the threat to your Queen, and create a threat of your own with this capture. **24... Rxd3** **25. Nxc6** and White is up a piece.

Missed in the game GoodKnight2U (1535) – takinitez007 (1851), redhotpawn.com
2012 Championship, Round 1, February 1, 2012

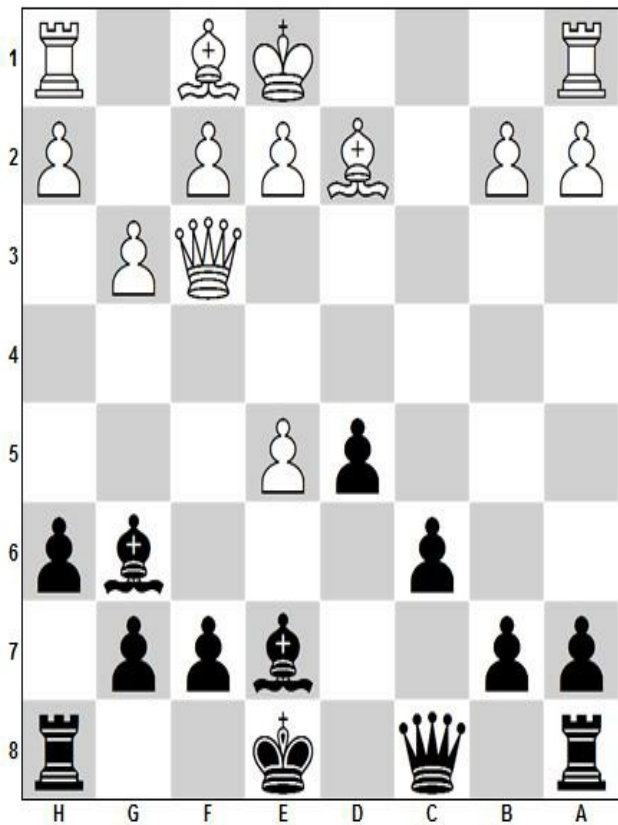
(555) White to move



31. *Rxe7+* and it is “Good Night to you”
31... *Nxe7* 32. *Qxe7+* forks the King and Rook

From the game GoodKnight2U (1535) – Busygirl (1091), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

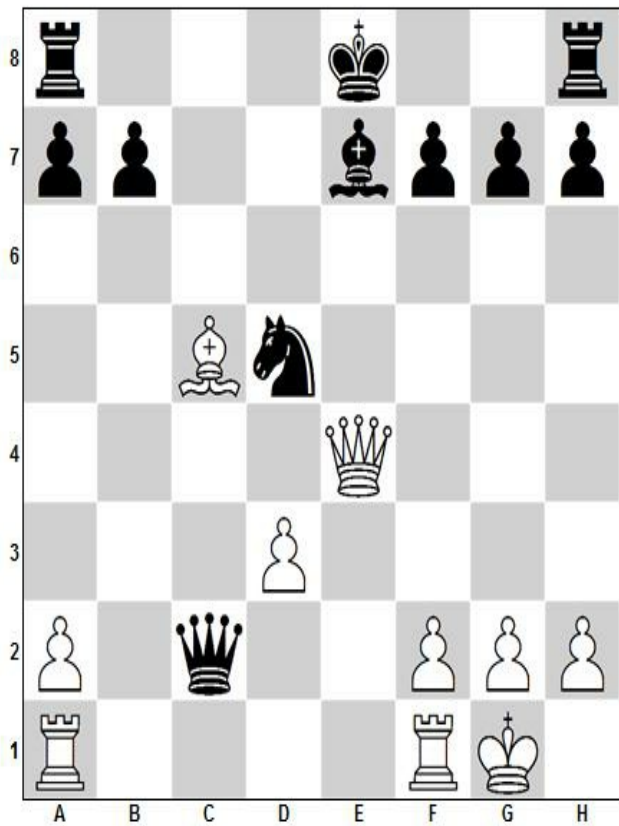
(556) Black to move



17...Be4 Skewers the Queen and Rook

From the game Hunter Brogna (1377) –
Francisco Baltier (1525), 2007 Foothills
Open, Round 4, December 15, 2007

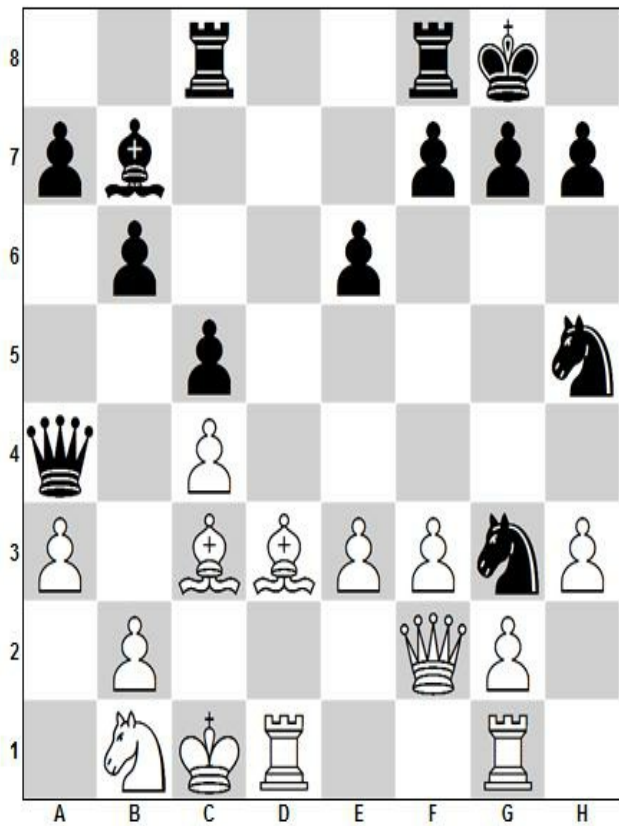
(557) White to move



16. Rfc1 kicks the Queen, so White can safely play **17. Qxd5** on the next move, winning a piece.

From the game Jonathan Richard Jorgensen (903) – Aaron J. Rubi (869), Winter Springs Open, Round 1, Colorado Springs, CO, December 5, 1998

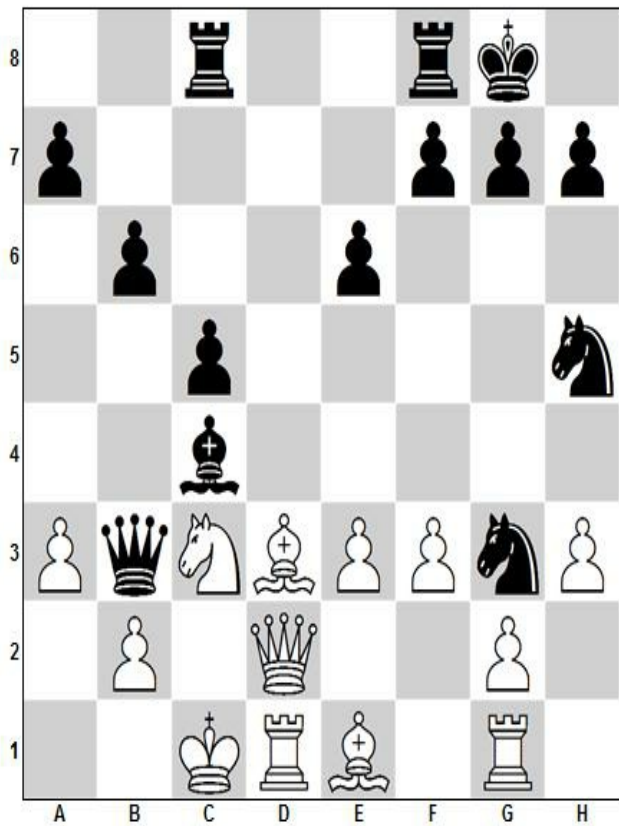
(558) White to move



19.Be5 Fritz notated this move with “and White can celebrate victory”. This adds a second attacker to the Black Knight on g3. If **19...Nf5** **20. g4** forks the two Knights.

Missed in the game John Sschultz (1513)
– Eugeniu B. Lungulescu (1809), Winter
Springs Open, Round 1, Colorado
Springs, CO, December 5, 1998

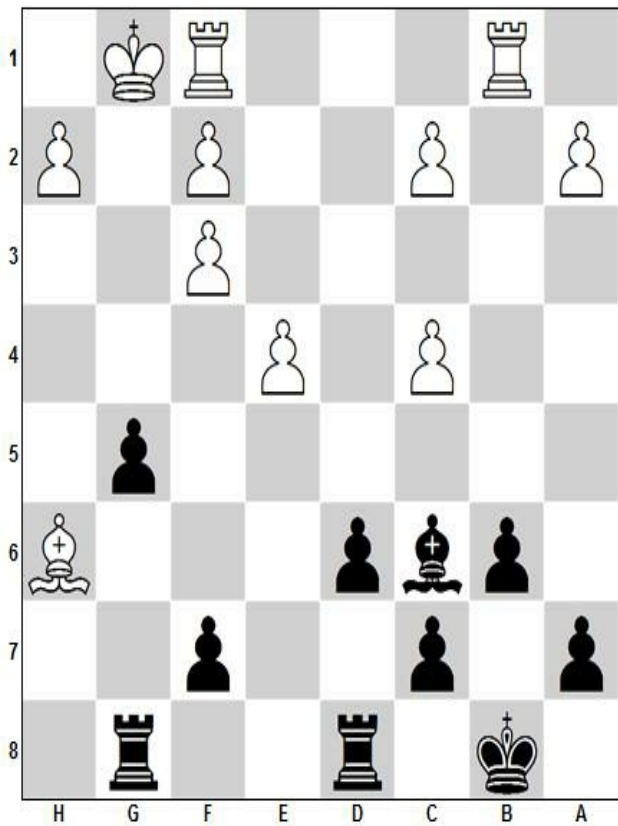
(559) White to move



22.Bc2 traps the Queen forcing Black to give up material

Variation from the game John Sschultz (1513) – Eugeniu B. Lungulescu (1809), Winter Springs Open, Round 1, Colorado Springs, CO, December 5, 1998

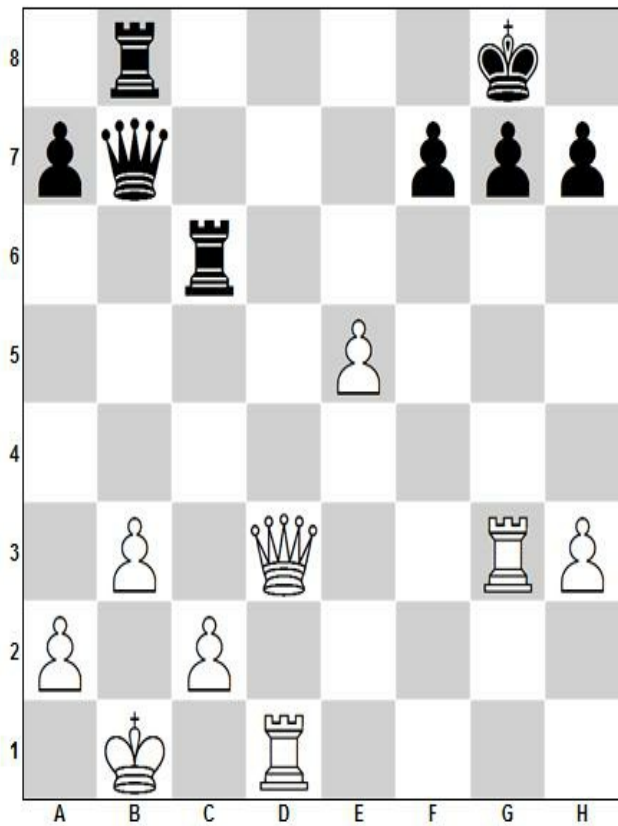
(560) Black to move



22...Rg6 traps the White Bishop

From the game Brisbane Broncos (1244)
– cdwasserman (1421), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

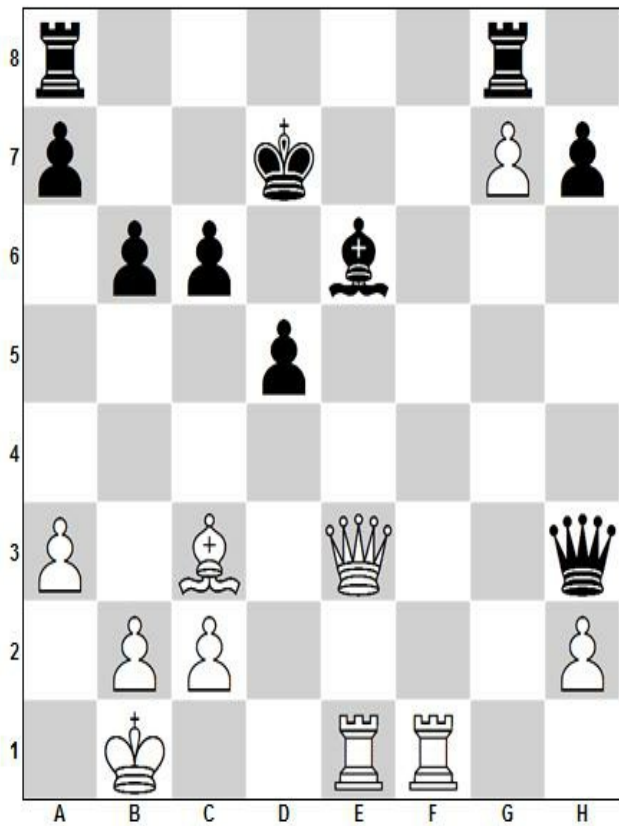
(561) White to move



31. Qd8+ Houston, we have a problem
31... Rxd8 32. Rxd8#

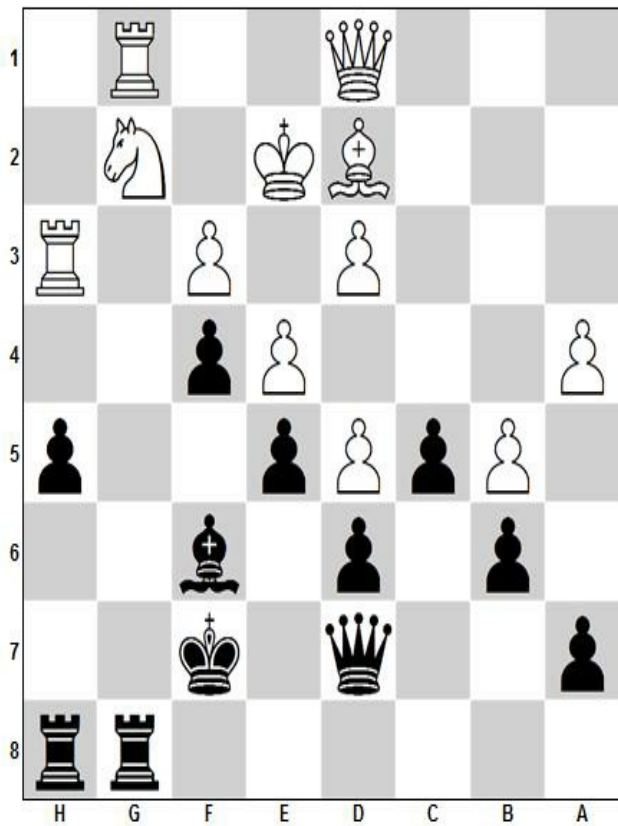
From the game Josh Fitzpatrick (911) –
Traci Houston (413), Winter Springs
Open, Round 2, Colorado Springs, CO,
December 5, 1998.

(562) White to move



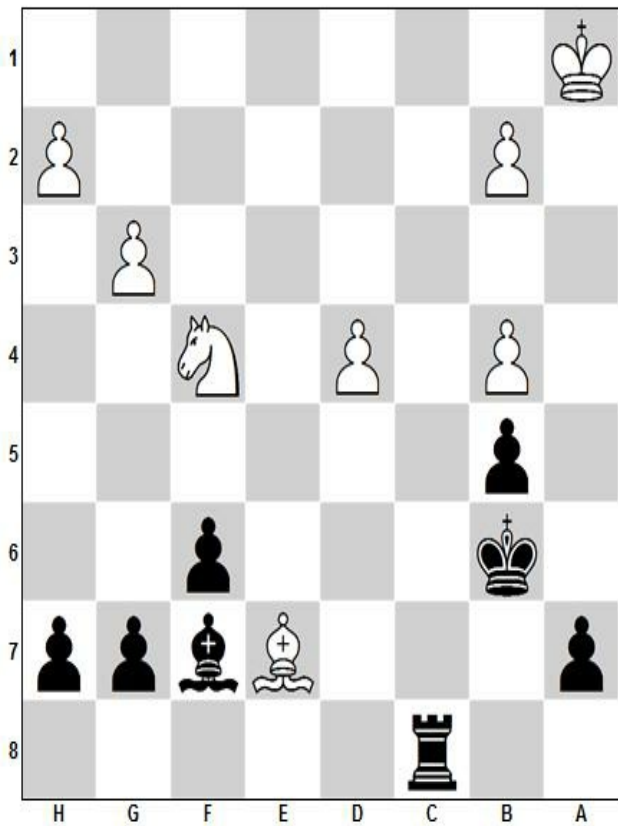
24.Rf7+

(563) Black to move



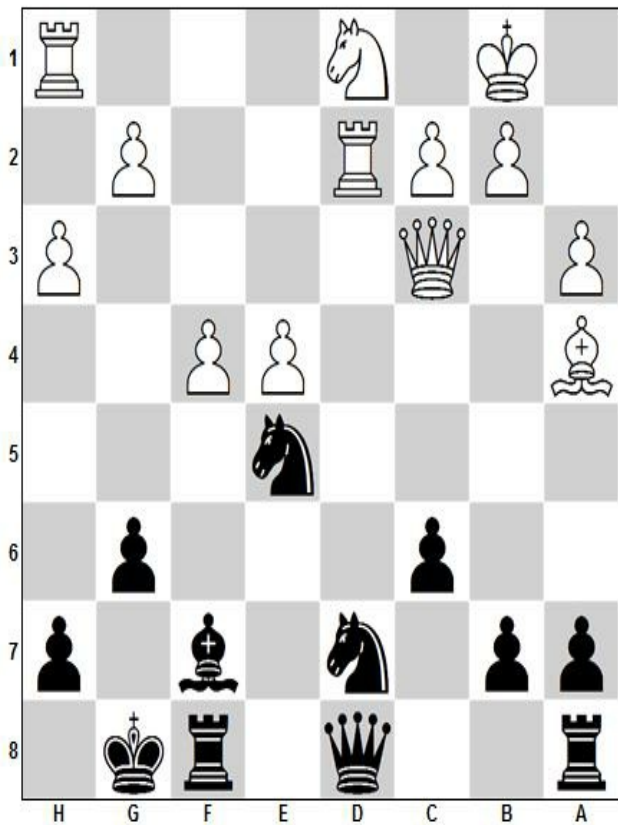
36...*Qxh3*

(564) Black to move



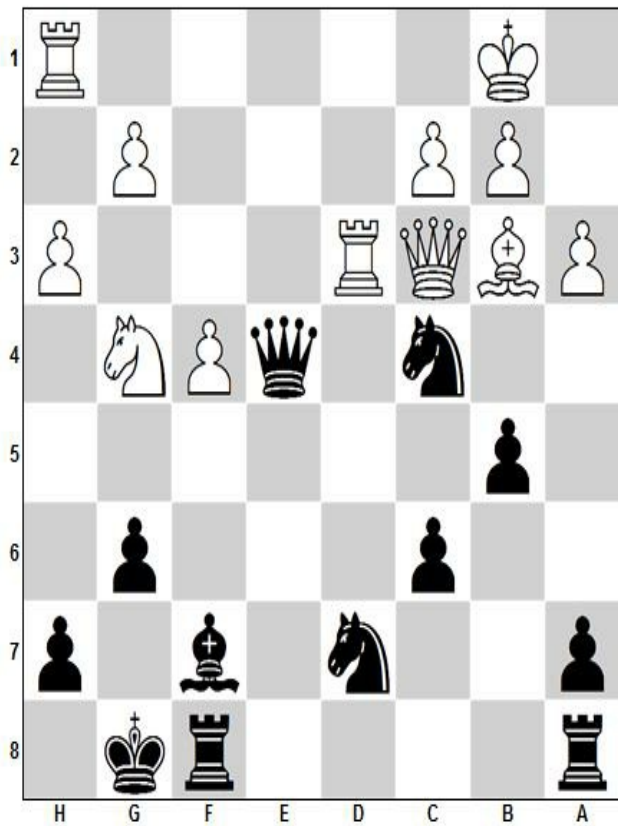
32...*Rc1*#

(565) Black to move



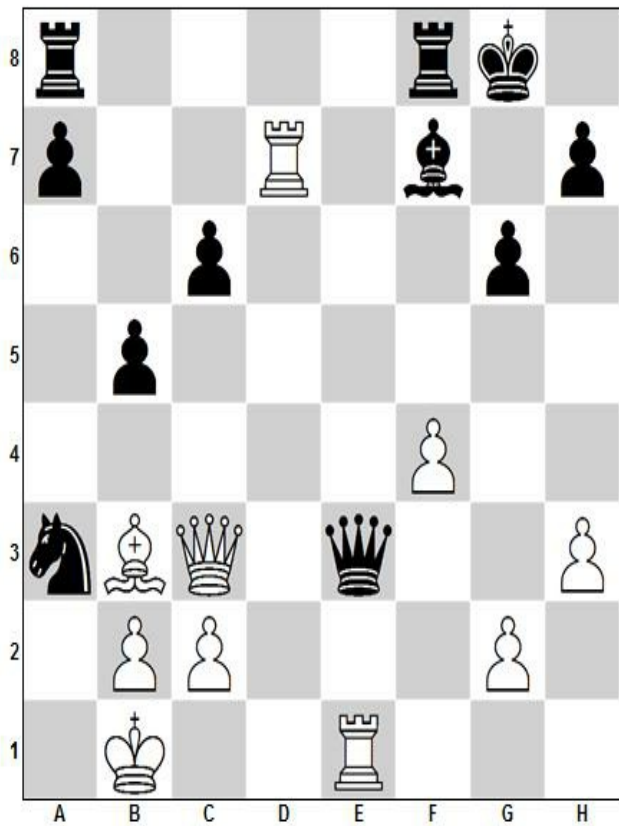
28...*Nc4*

(566) Black to move



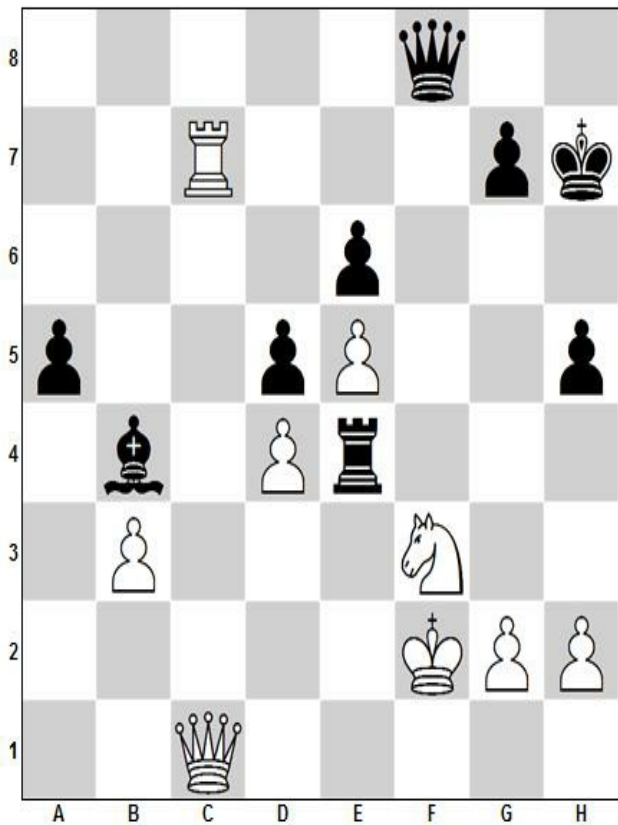
32...*Qxf4*

(567) White to move



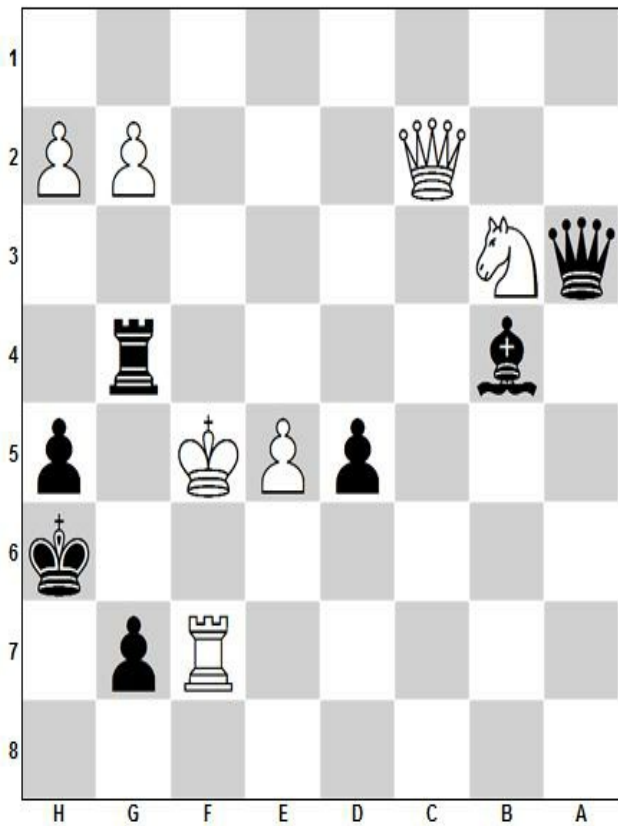
34.Ka2

(568) White to move



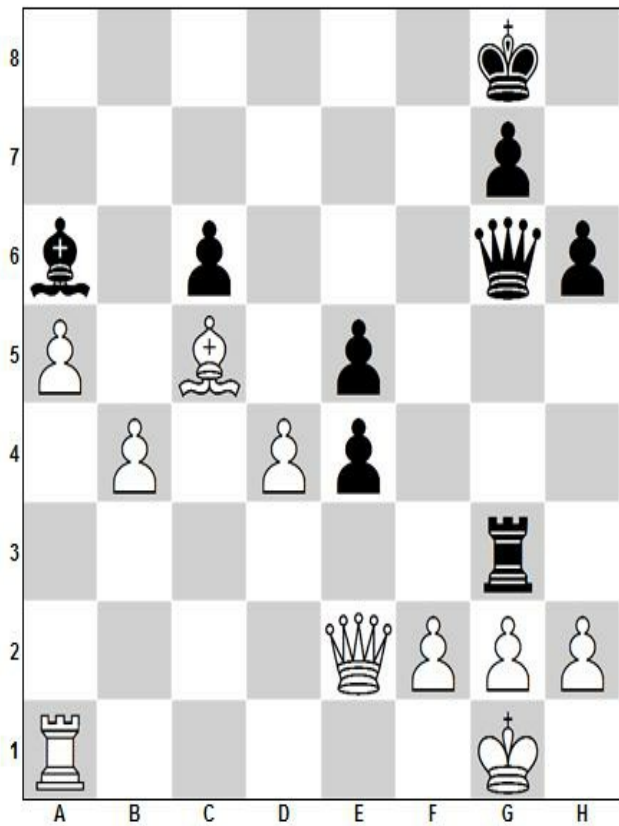
33.*Qg5*

(569) Black to move



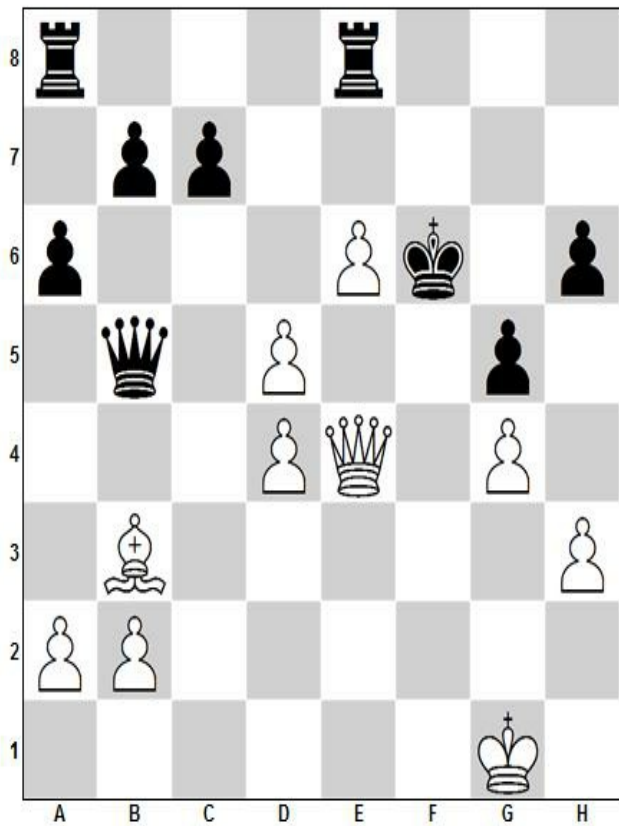
46...*Qa6*

(570) White to move



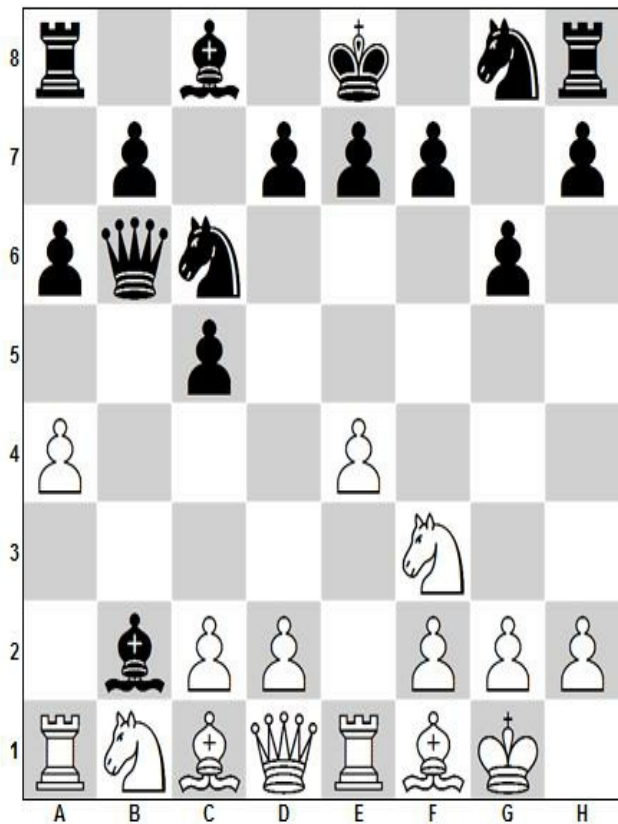
34. $Qa2^+$

(571) White to move



31. $Qe5+$

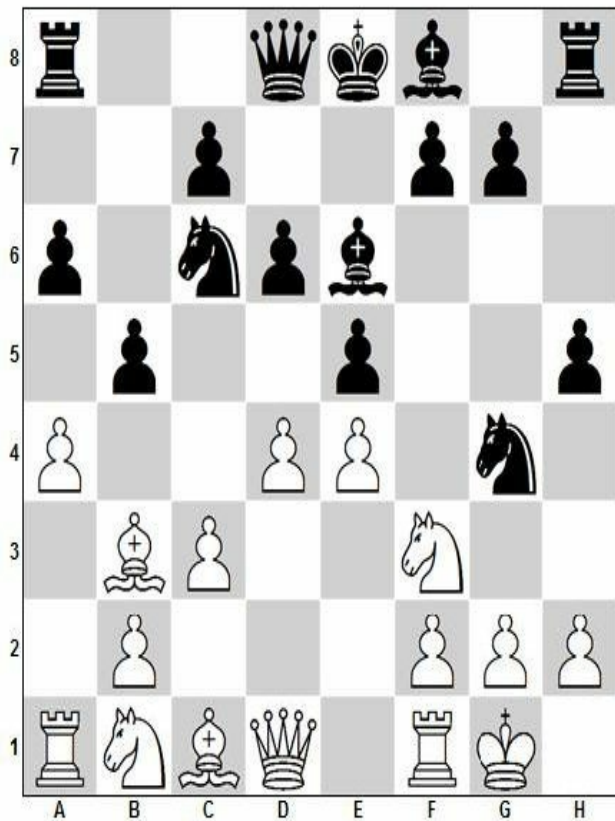
(572) White to move



8.a5 overloads the Black Queen. If **8... Nxa5 9. Bxb2 Qxb2 10. Rxa5** and White wins a Knight for 2 pawns. If **8...Qb4 9. c3** and the Black has no safe squares where they can still guard the bishop on b2.

Variation from the game Brian D. Wall – Brad Lundstrom, Pueblo Spring is Sprung Rapid, Round 5, April 2, 2011

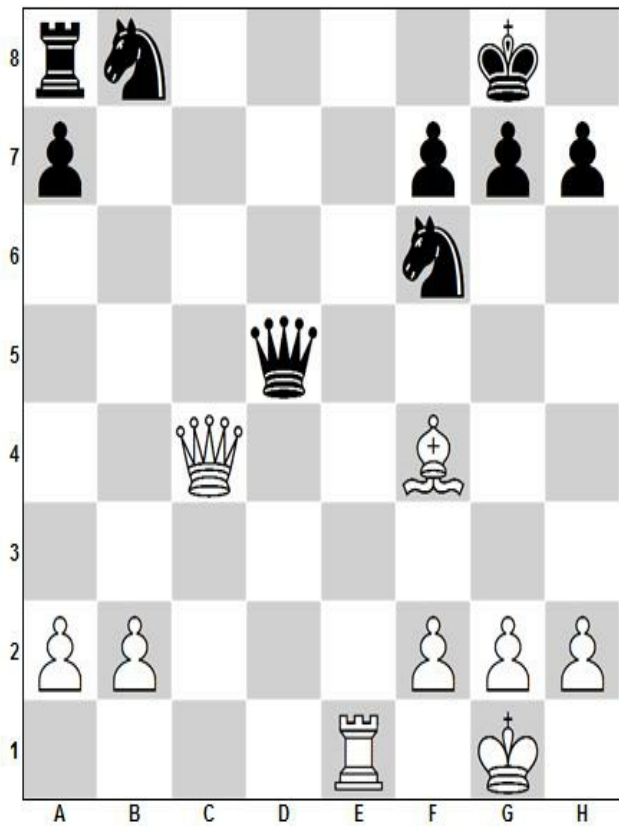
(573) White to move



10.d5 is a common pawn fork

From the game Wcristen (2434) –
Checkmates (1716), S19B Tournament,
Round 1, March 19, 2003.

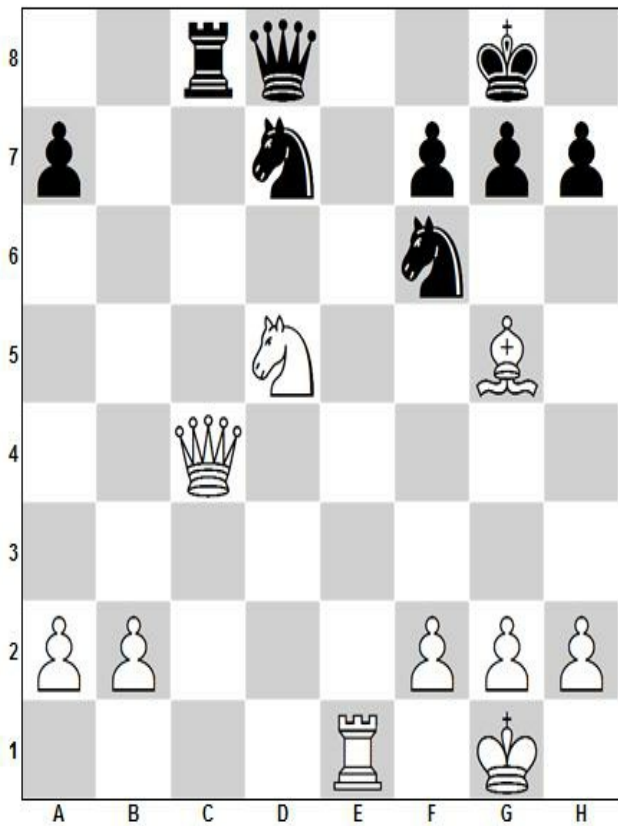
(574) White to move



**20. Qc8+ and a back rank mate after 20...
Qd8 21. Qxd8+ Ne8 22. Rxe8# (or 22.
Qxe8#)**

Variation from the game Thegeometer –
Knaaky FICS, April 14, 2011

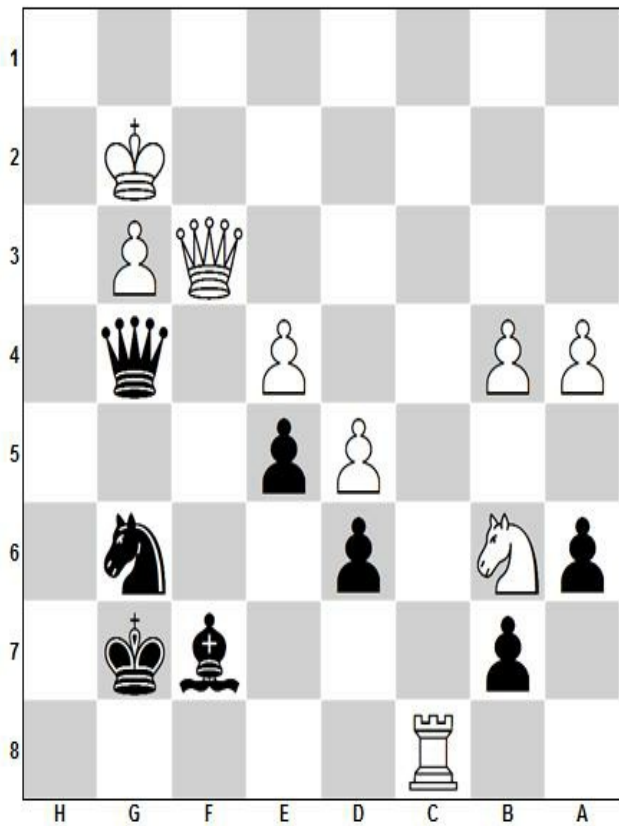
(575) White to move



21. Qxc8! leading to a knight fork **21...**
Qxc8 22. Ne7+ winning a rook

Missed in the game Thegeometer –
Knaaky FICS, April 14, 2011

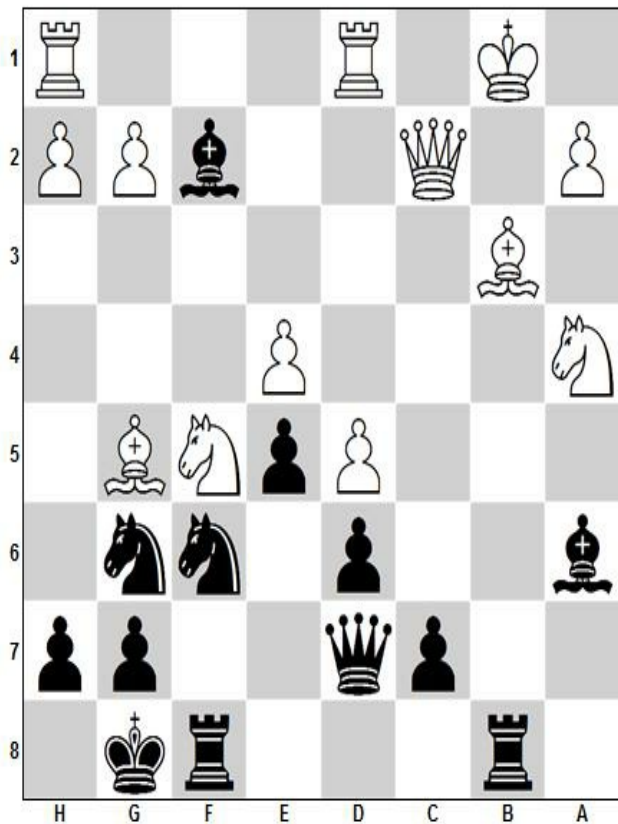
(576) Black to move



42...Nh4+ forks the King and Queen (the g3 pawn is pinned, so cannot capture the knight). A good example of ignoring threats to your own pieces (the hanging Queen on g4) and finding threats of your own to make.

From the game Dan Tucker (2002) – Brian Wall (2075), ICC 3 0, April 5, 2011

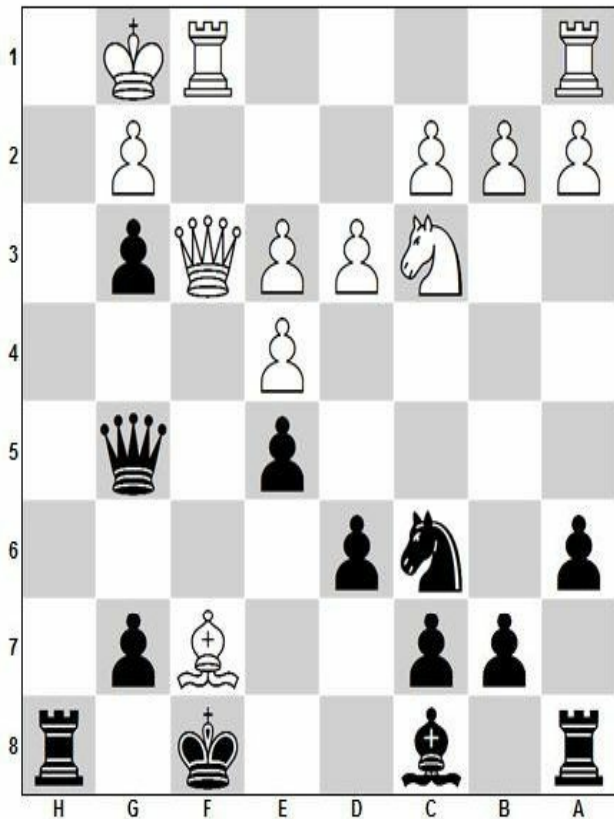
(577) Black to move



20...Qxa4 wins a piece. The White Bishop on b3 cannot recapture because of the pin on the b file from the Black Rook on b8 to the White King on b1.

From the game Junglechess (2030) –
Brian Wall (1941), ICC 1 0, February 9,
2010

(578) Black to move



14...Rh1+!! and mate after **15. Kxh1 Qh4**
16. Kg1 Qh2# This is a very good mating
pattern to know.

From the game Asterix (1979) – Gbsalvio
(1825), Internet Chess Club blitz, January
3, 2008

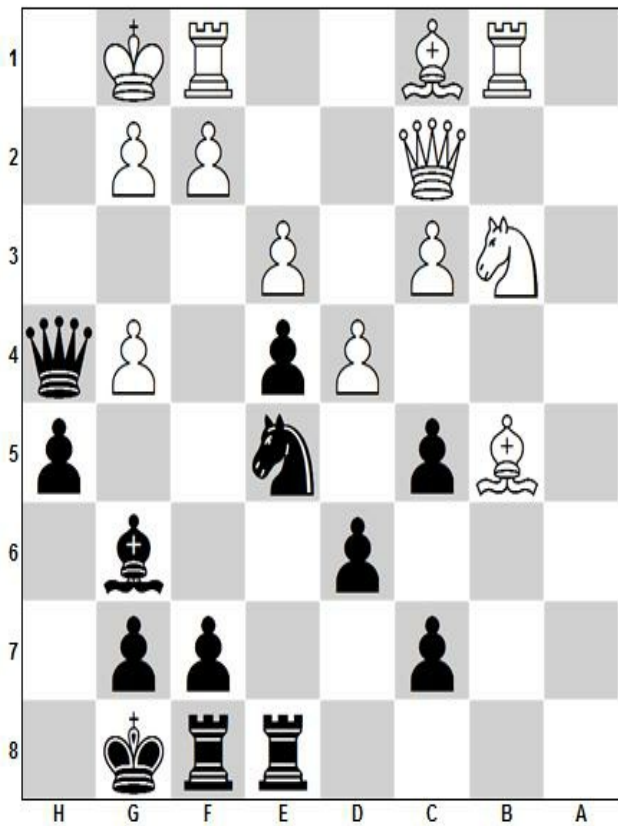
(579) White to move



15. Qd7+ delivers Max pain. The knight cannot capture the White Queen because of the pin from the Bishop on g5. **15... Kf8**
16. Qxf7#

From the game Peter Karp (1571) – Max Abugov (1226), MCC March Forward Swiss, Round 4, March 22, 2005.

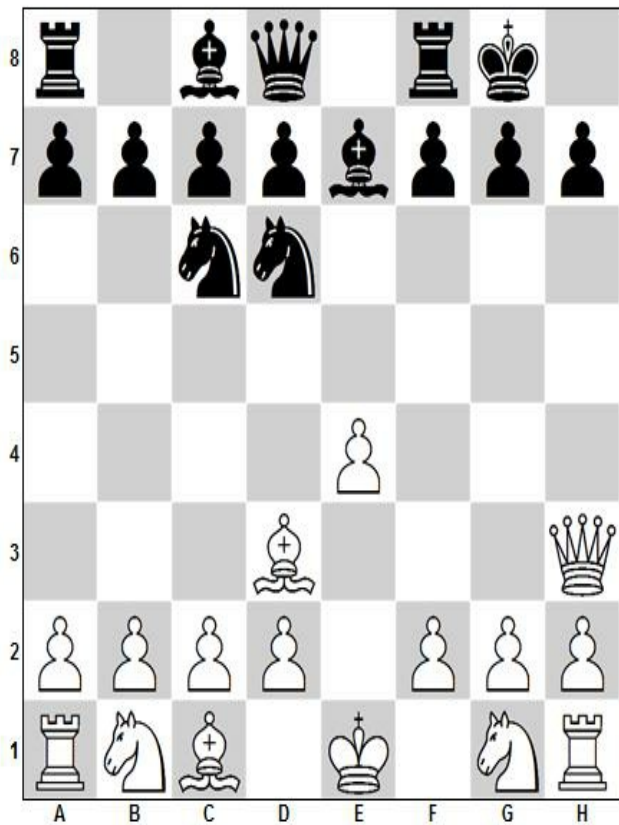
(580) Black to move



20...Nf3+ is a common mating pattern with “Fishing Pole” style formation attacks. As Brian Wall (playing Black in this position) says “Every opening, can and should, transpose into a fishing pole”. After **21. gxf3 exf3** Black has a discovered attack from the Bishop on g6 to the Queen on c2, and a mating net with Qh3 and Qg2#. White cannot stop both threats.

Variation from the game Kurt Kondracki (1931) – Brian D. Wall (2220), March Madness Rapid, Round 1, March 19, 2011

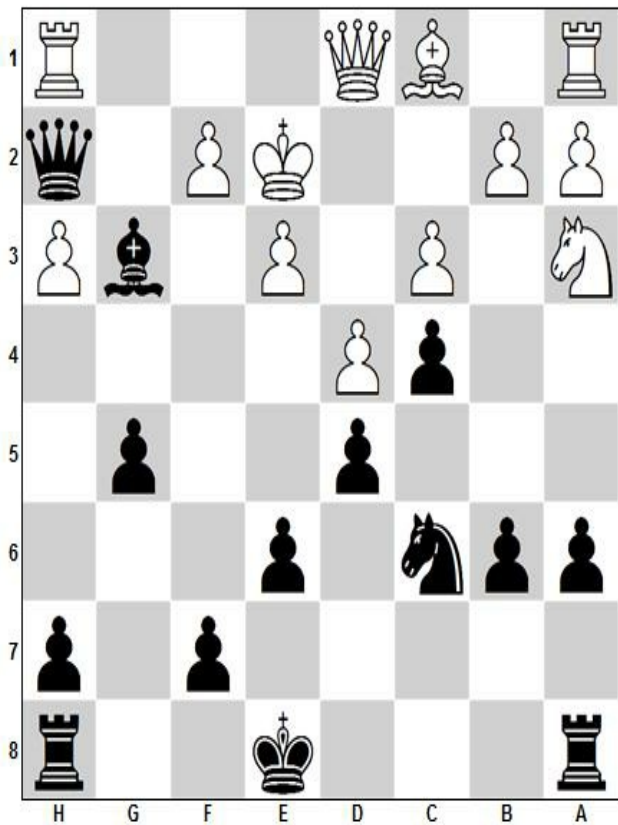
(581) White to move



8.e5 attacks the Knight on d6 and clears the way for the mating attack with Bishop and Queen on h7. Black cannot meet both threats at the same time, and will either lose a piece, or be mated. Attacks like these are common in scholastic tournaments.

From the game Chandler Matthew Meinders (412) – Devon Wall (717), 2011 Colorado State Scholastic Championship, Round 3, February 19, 2011.

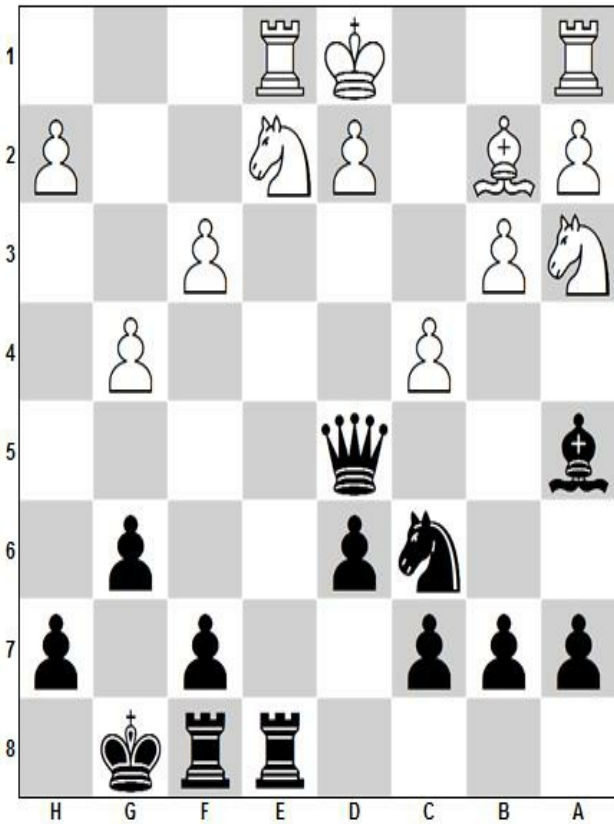
(582) Black to move



22...Qxf2# On the previous move White played 22. Rh1?? Trying to harass the queen, but should have defended the f2 pawn instead with 22. Rf1

From the game Skylane (918)- Floyd4219 (1062), Aug '06 Mini Banded Threesome 1050-1100, Round 1, September 18, 2006

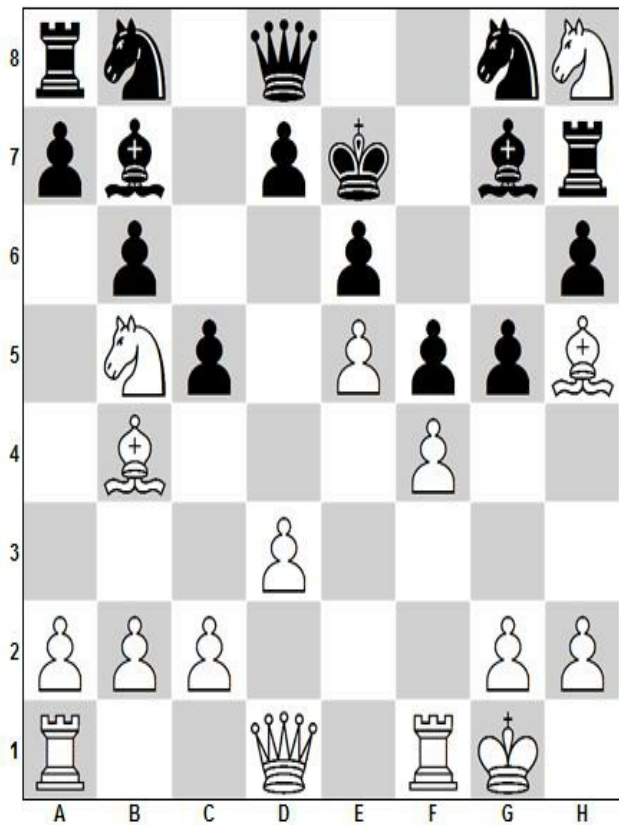
(583) Black to move



22...Qxd2# a nice checkmate. Black lost a piece early in the game, but survived an attack, fought back, and punished white for leaving his king in the middle of the board.

From the game Chandler Matthew
Meinders (412) vs Devon Wall (717),
2011 Colorado State Scholastic
Championship, Round 3, February 19,
2011

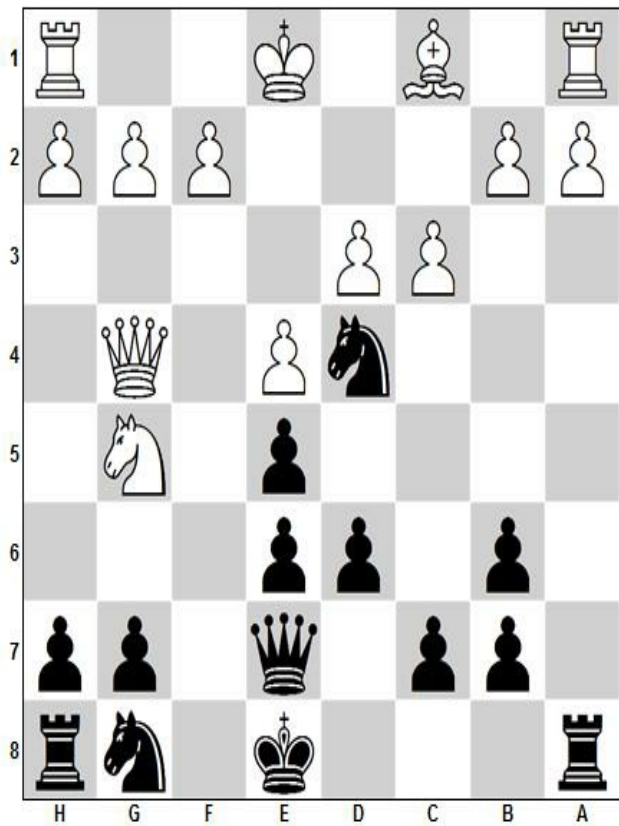
(584) White to move



White has two pieces hanging (the knight on h8 and the bishop on c5) , but **18. Ng6** leads to an amazing mate in 2 – **18...Ke8**
19. Nd6#

From the game Pureredwhiteandblue
(1859) – Hd176733, April 14, 2011

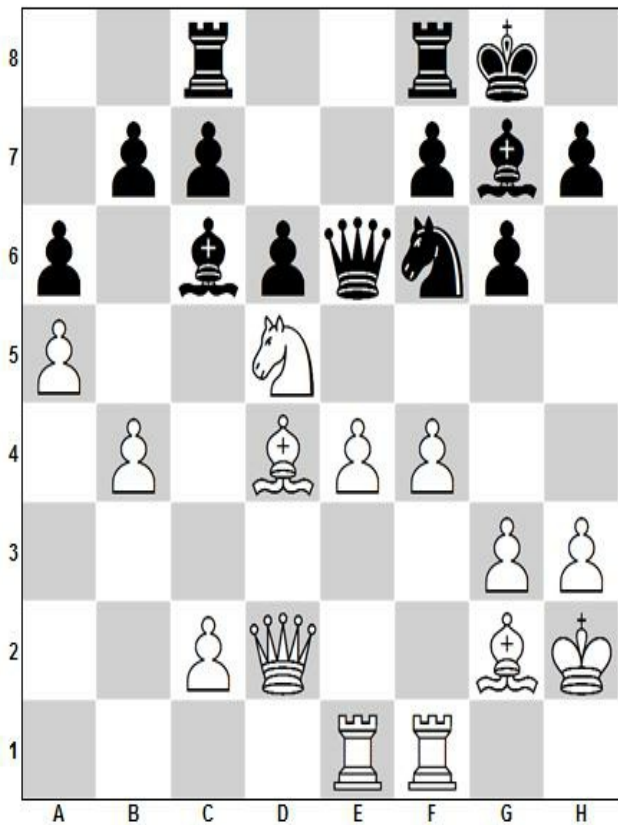
(585) Black to move



11...Nc2+ is a common forking square for the knight

From the game Jay Shaeffer (1652) – John Haigh (1926), 1997 Cheyenne Open, WY, Round 1, November 15, 1997

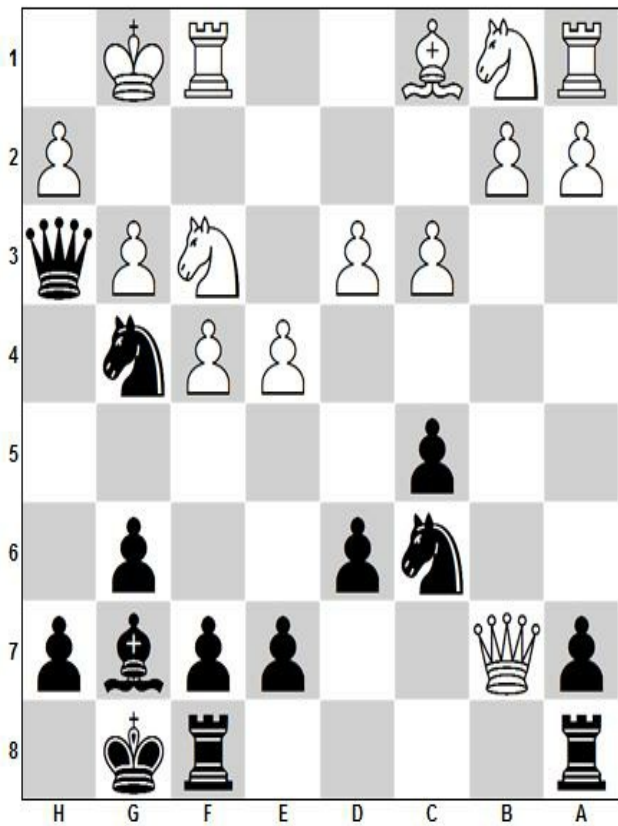
(586) White to move



20.f5 leaves black with no good defenses. His queen is under attack, and is needed for the defense of the knight on f6, which is attacked twice from white. There are no squares where the Black Queen can move, and still defend the Black Knight.

From the game Wayne Pressnall (1826) – John Bowers (1603), 1997 Cheyenne Open, WY, Round 1, November 15, 1997

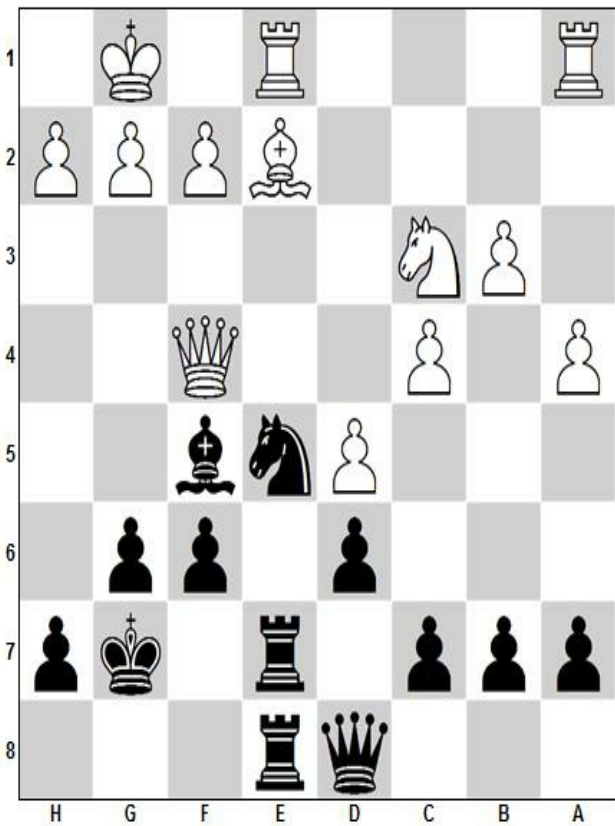
(587) Black to move



13...Nd4 attacks the knight on f3, which is preventing the mate Qxh2#, and also threatens Ne2+. If **14. cxd4 Bxd4+** leads to mate

From the game Scott Massey (1776) –
Anthea Carson (1773), Daffy Down Dilly
Open, Round 2, May 7, 2011

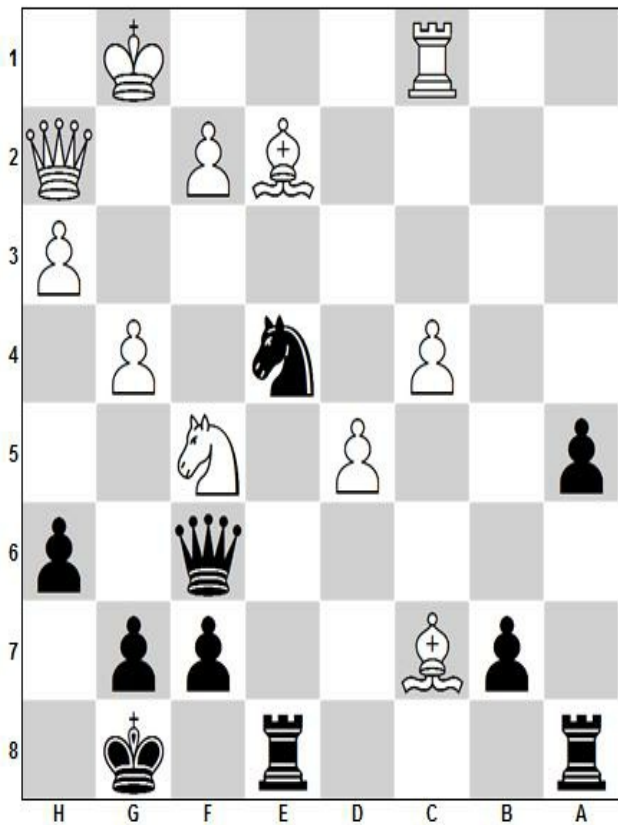
(588) Black to move



20...Nd3 Forks the White Queen and Rook. The White Bishop on e2 cannot capture the Knight, because it is threat pinned to the Rook on e1, due to the battery of Black Rooks on the e file.

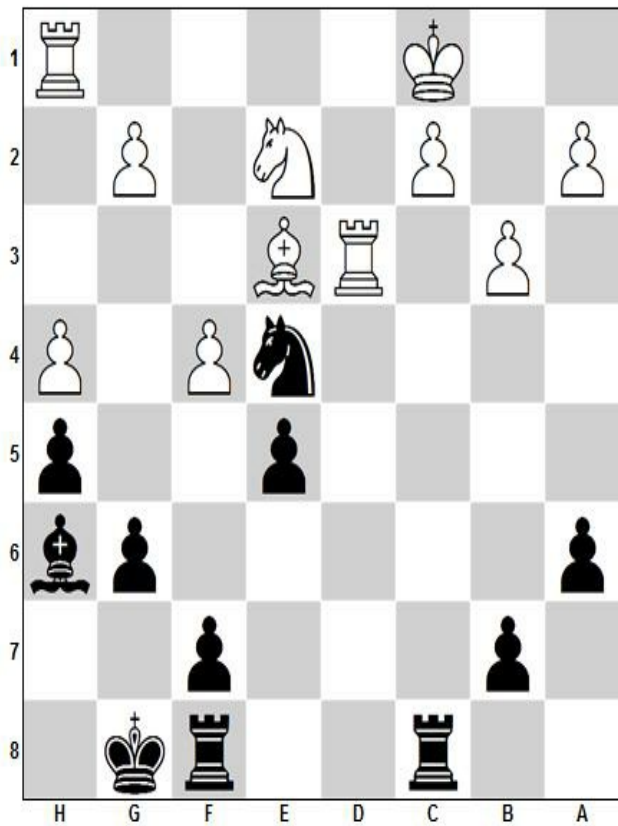
From the game rabnes (1475) – hedonist (1692), redhotpawn.com 2012
Championship, Round 1, February 1, 2012.

(589) Black to move



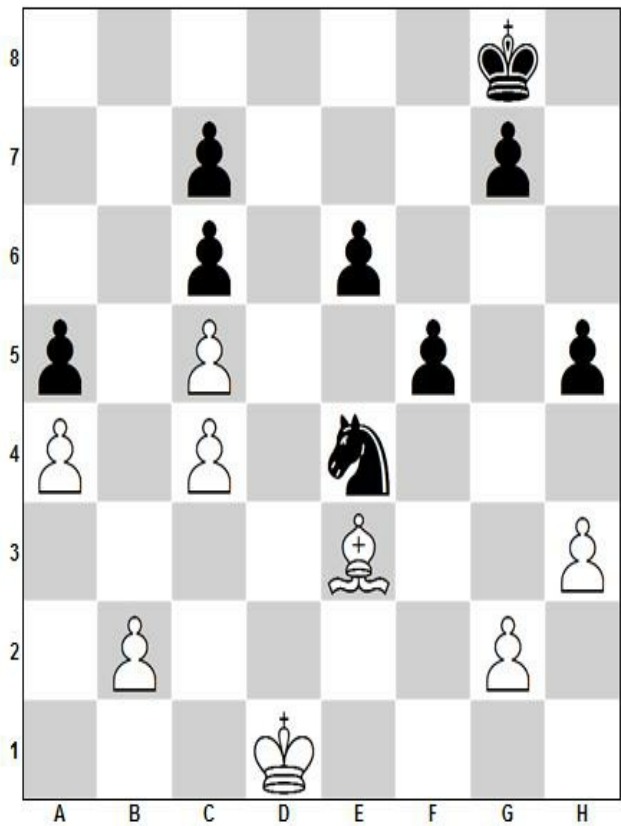
23...*Qb2*

(590) Black to move



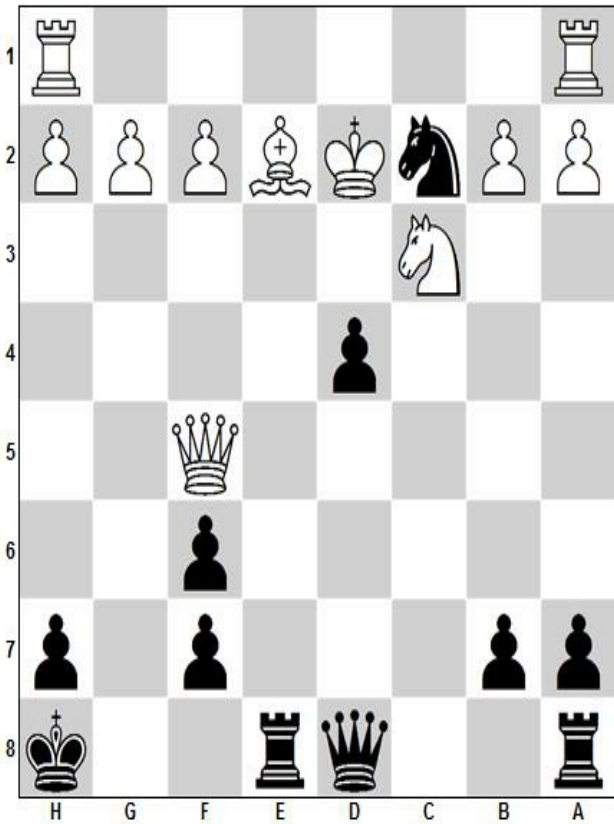
24...exf4

(591) White to move



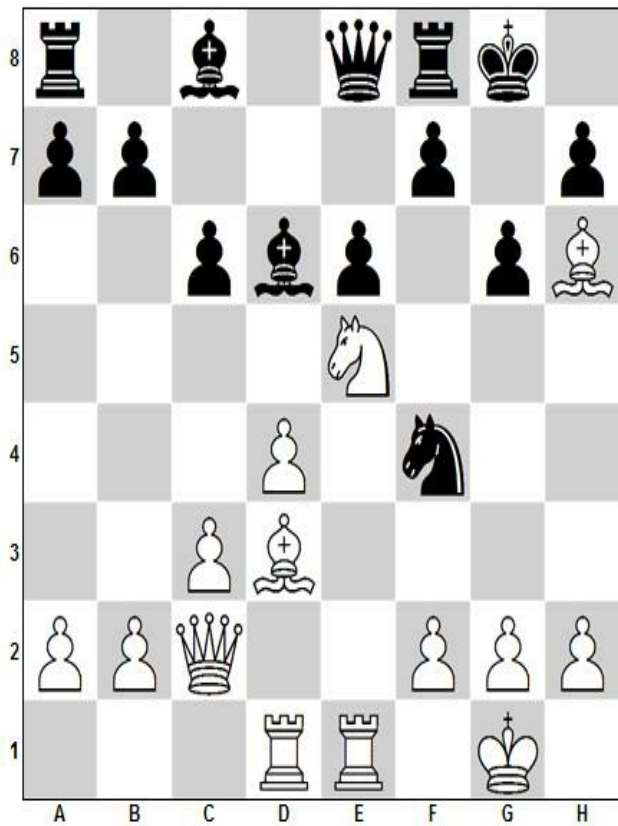
25.b4

(592) Black to move



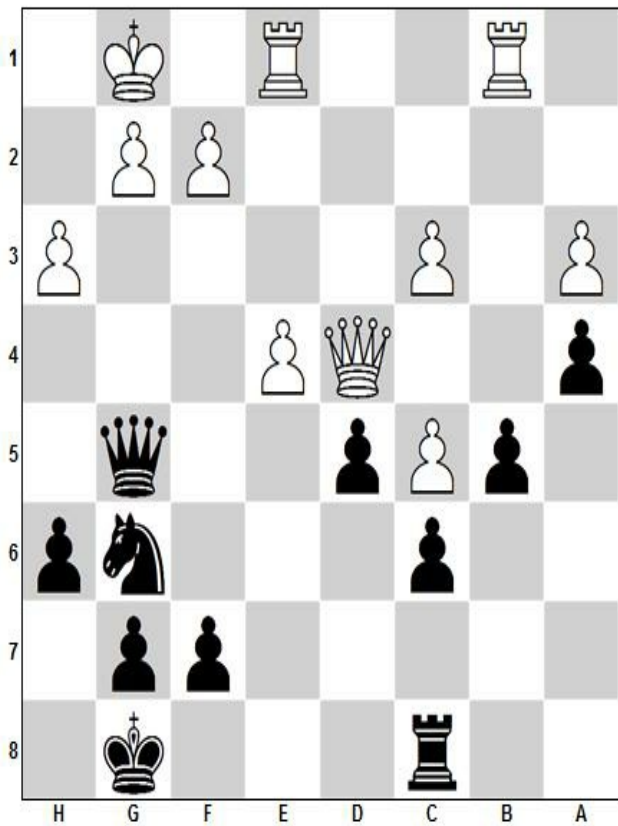
17...dxc3+

(593) White to move



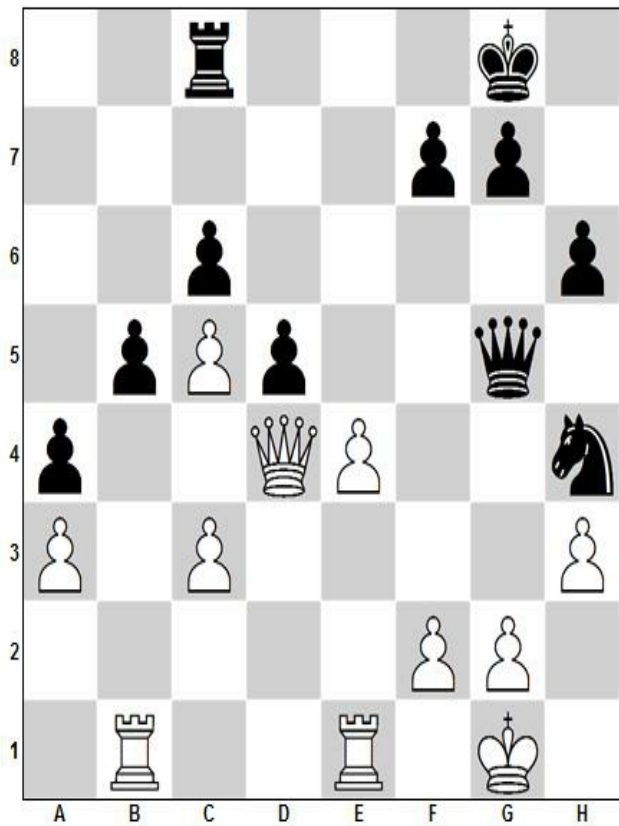
20.Bxf4

(594) Black to move



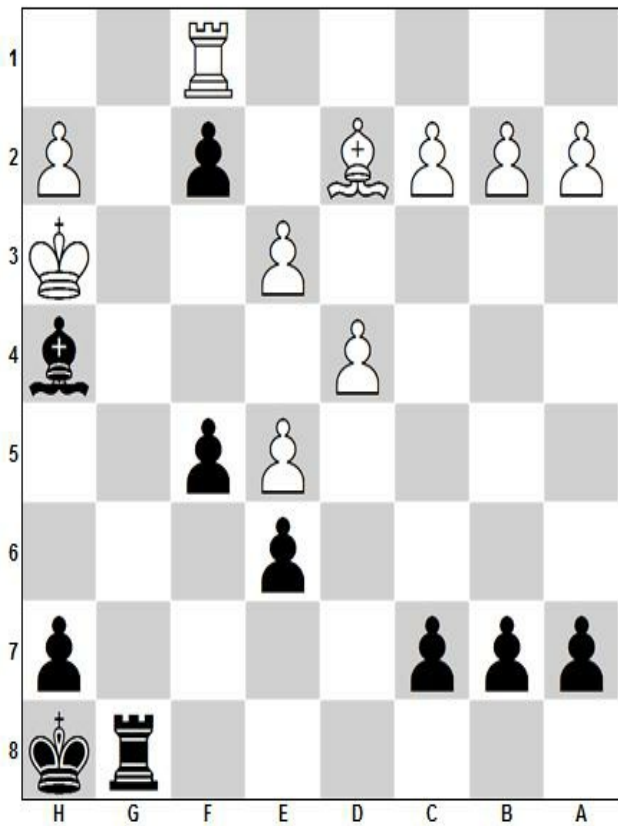
24...Nh4

(595) White to move



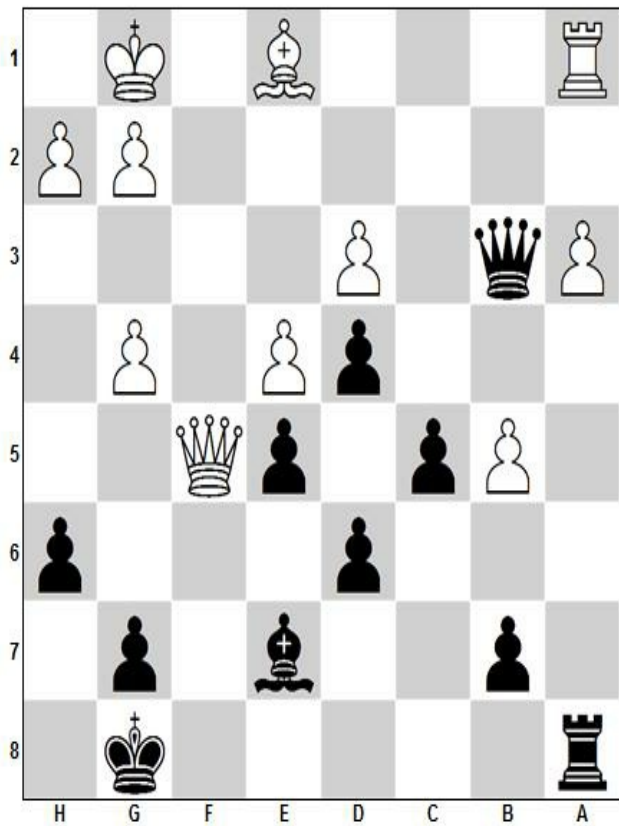
25.Kf1

(596) Black to move



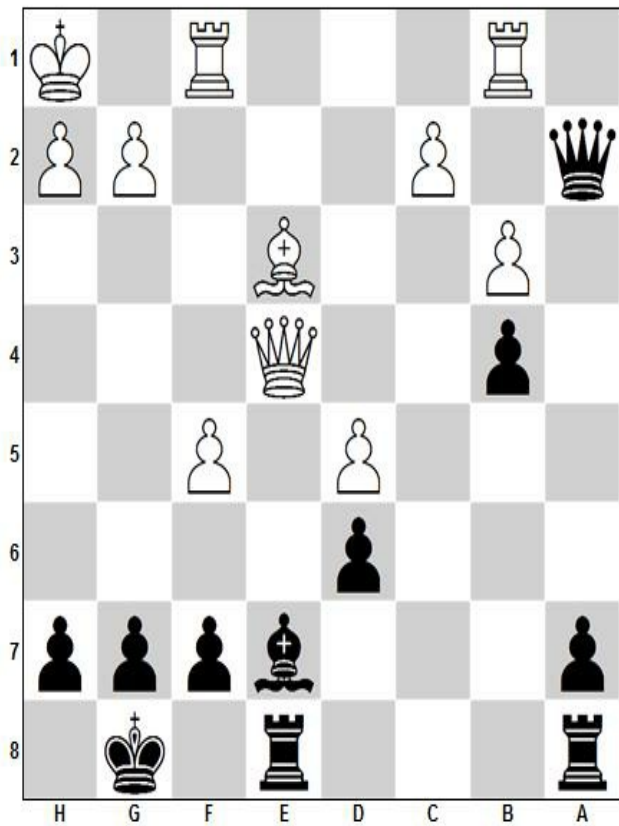
29...*Rgl*

(597) Black to move



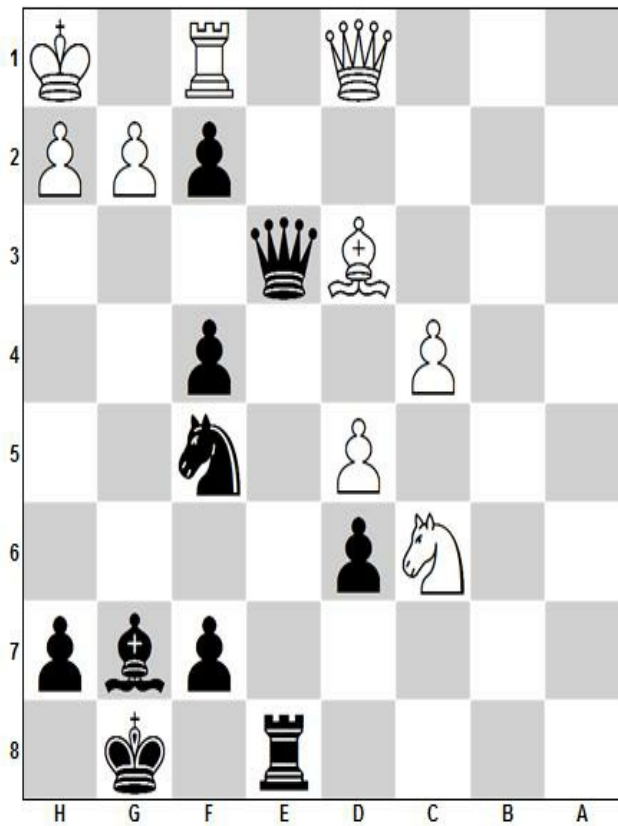
23...*Rf8*

(598) Black to move



22...Bg5

(599) Black to move

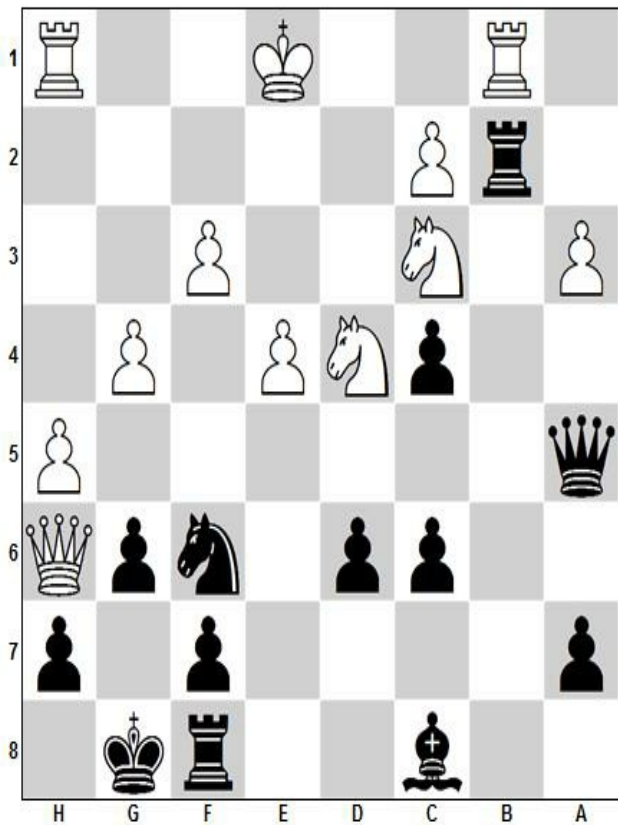


28...Ng3+



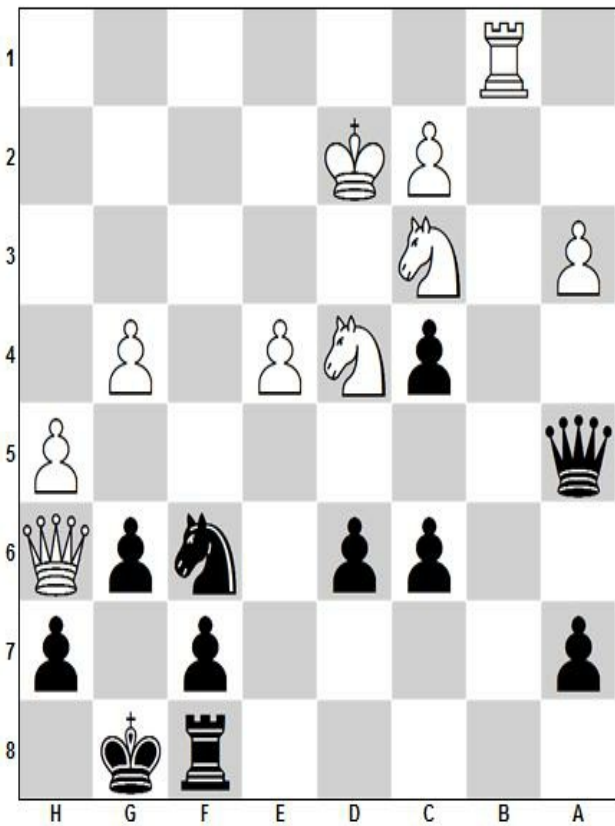
**Problems
600-699**

(600) Black to move



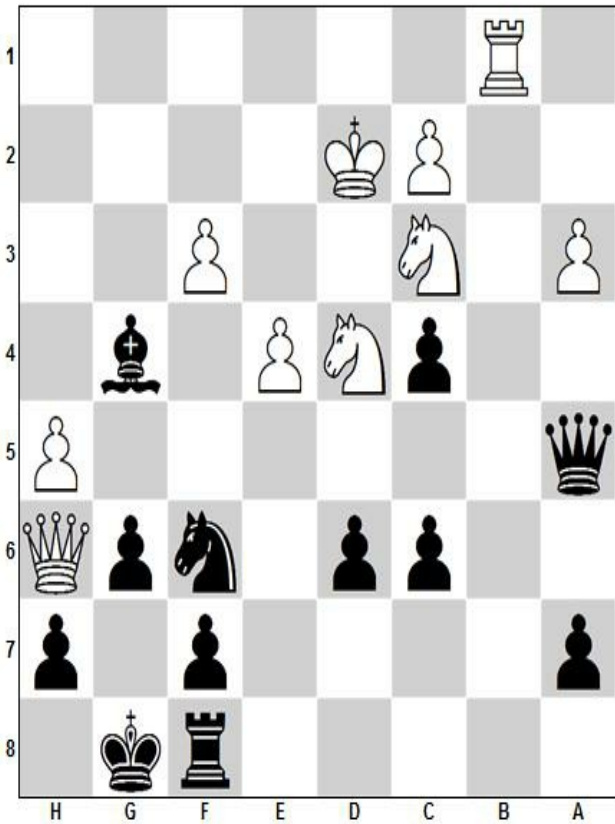
19...Qxc3+

(601) Black to move



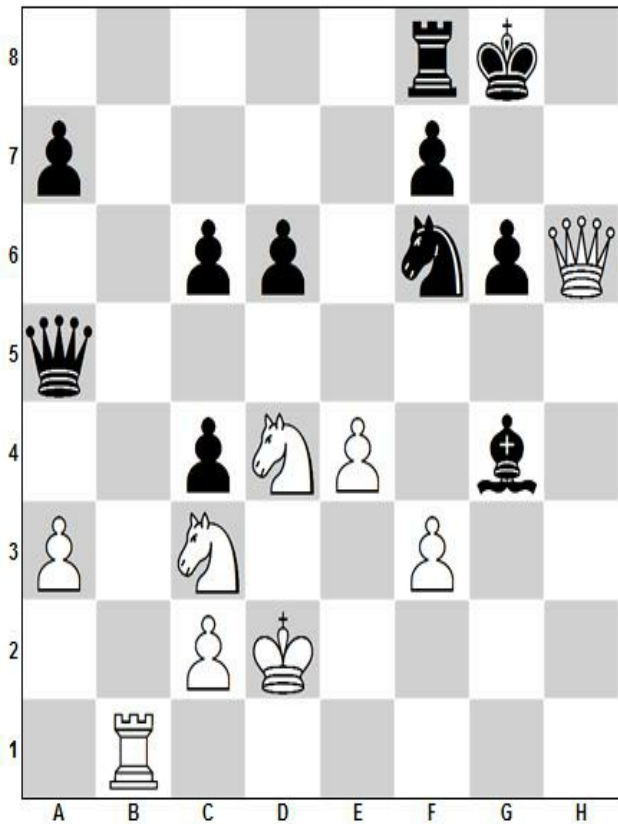
$21 \dots Nxe4+$

(602) Black to move



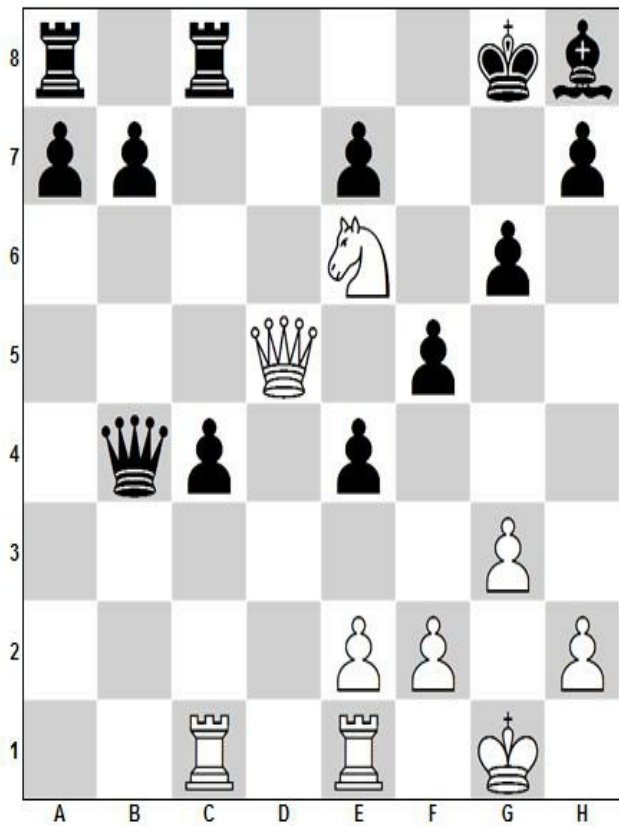
21...Bxf3

(603) White to move



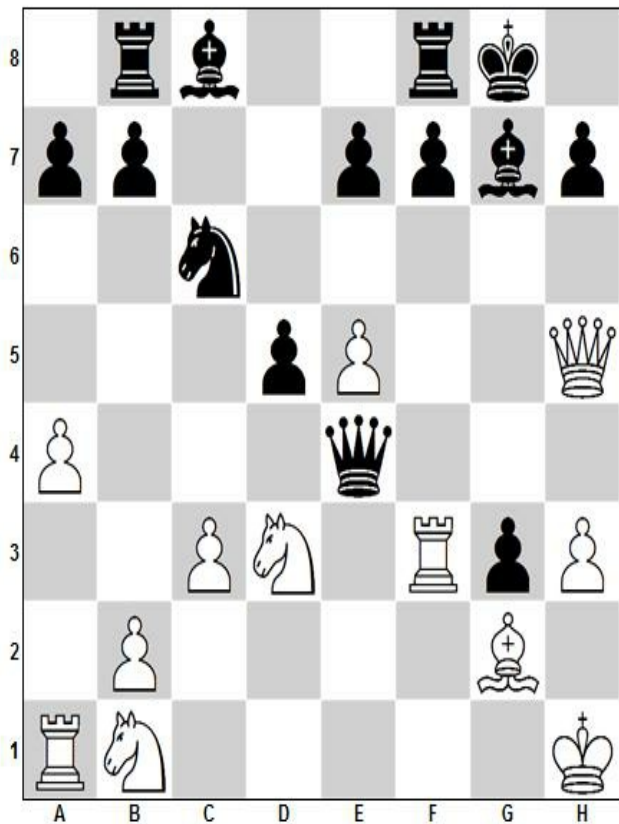
22.Rh1

(604) White to move



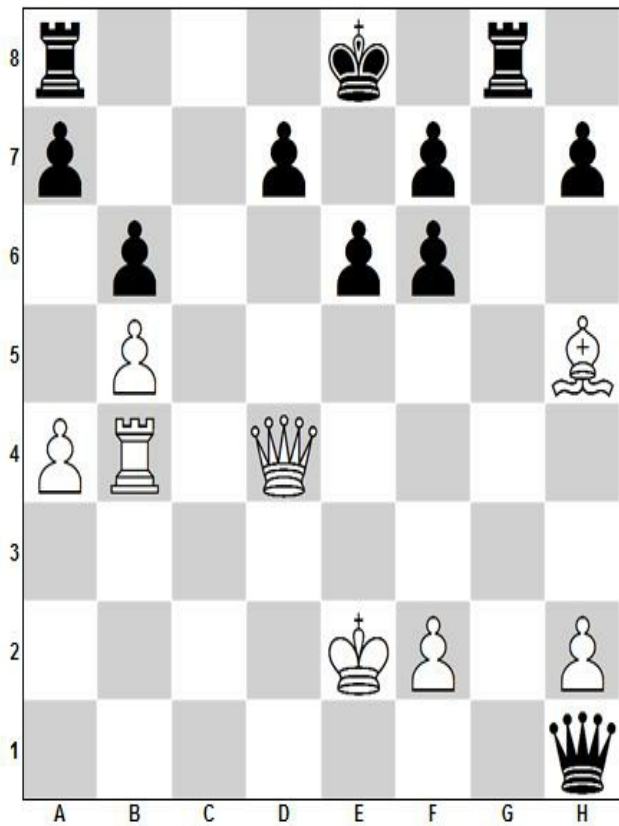
27.Ng5+

(605) White to move



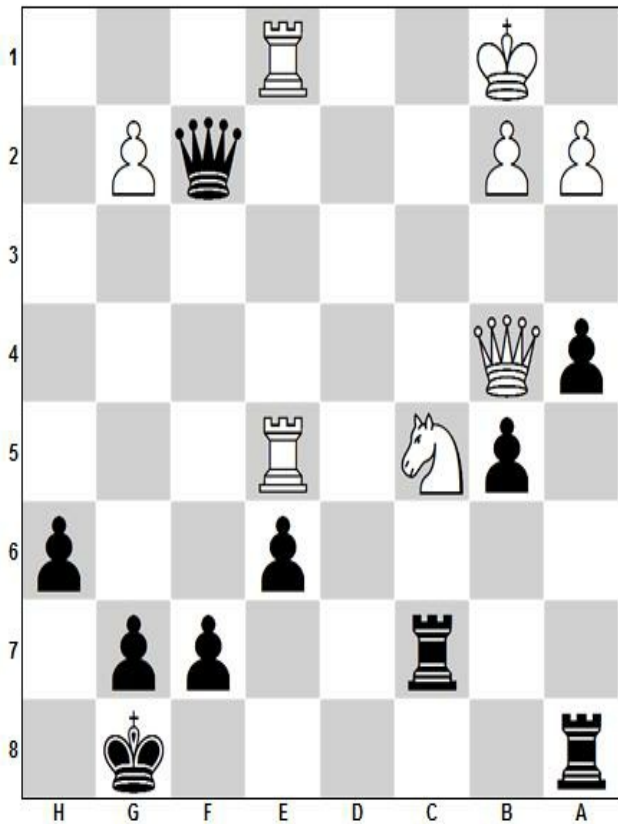
19.Rxg3

(606) White to move



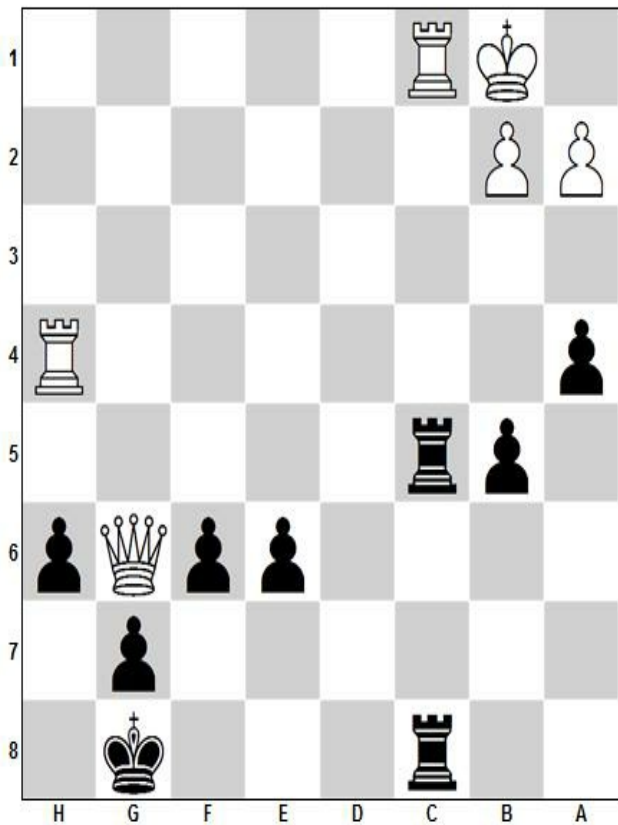
20. *Qxf6*

(607) Black to move



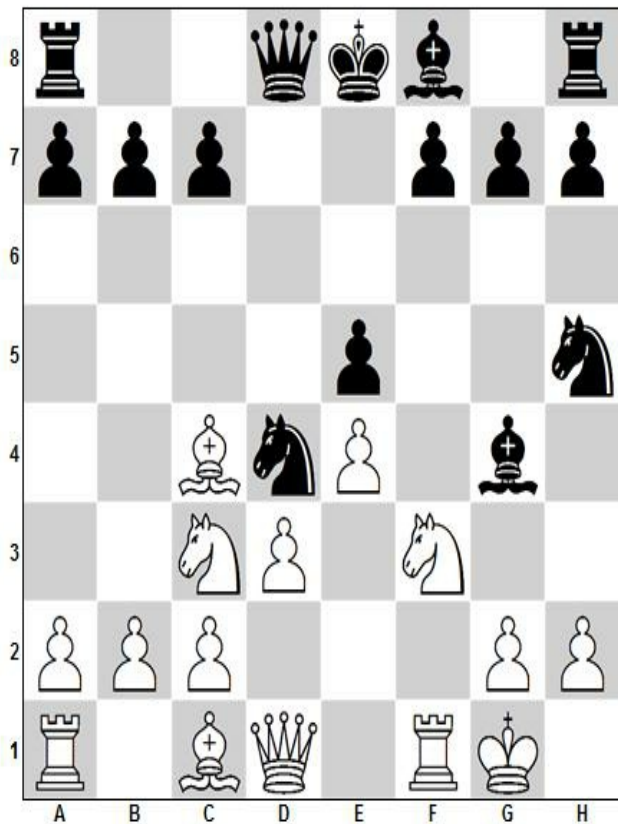
26...*Rac8*

(608) Black to move



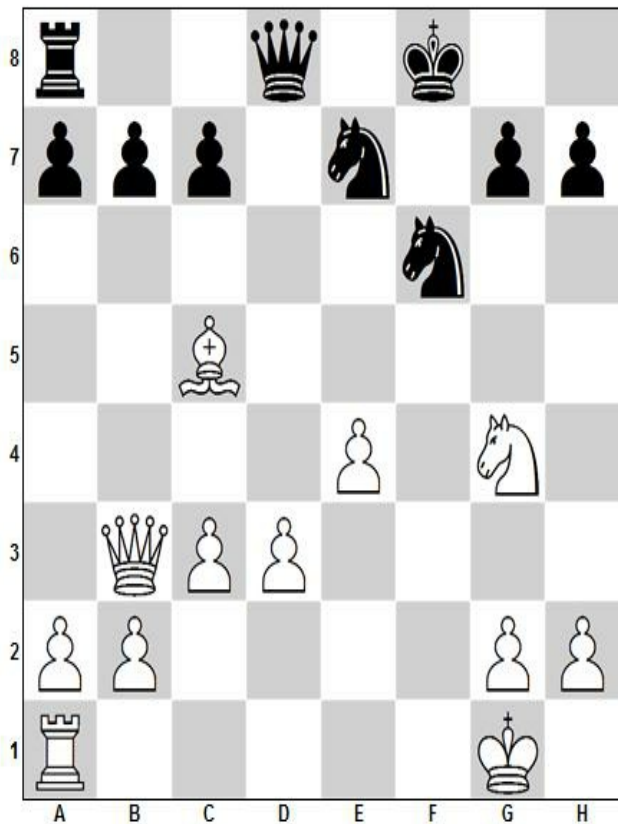
31...Rxc1#

(609) White to move



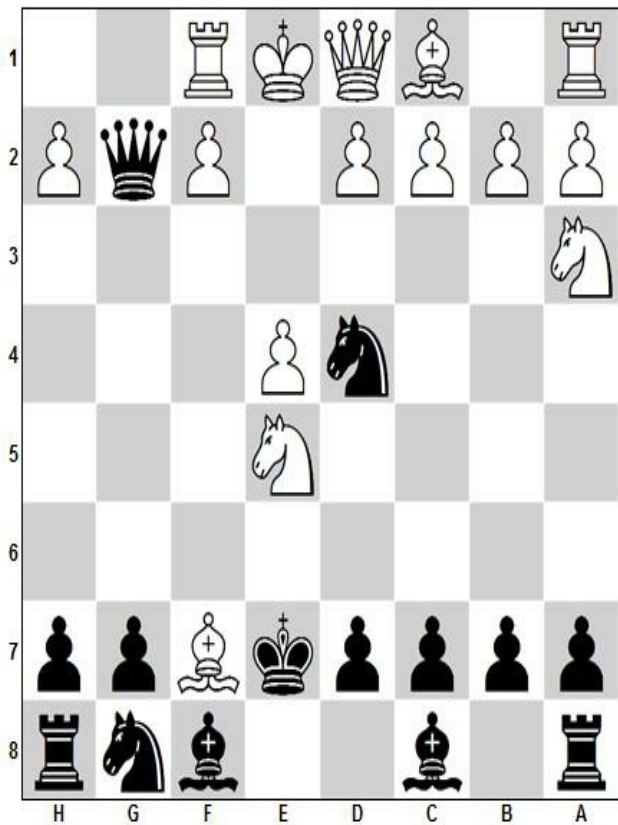
9.*Bxf*7+

(610) White to move



19.Rf1

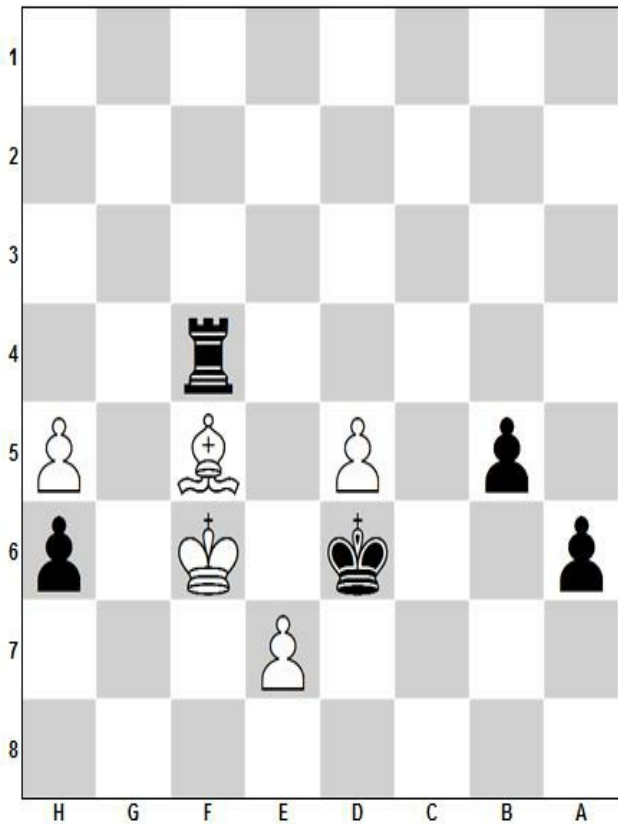
(611) Black to move



7...*Qxe4*+ and mate the next move 8. *Qe2*
Qxe2

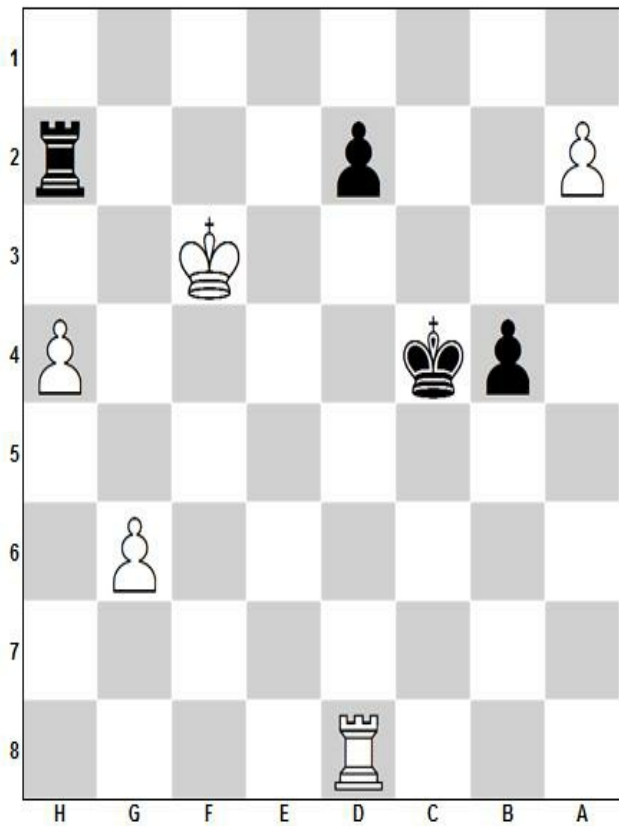
From the game Jsf80238 (1505) –
Zonagrad (1620), Open invite,
redhotpawn.com, May 28, 2008.

(612) Black to move



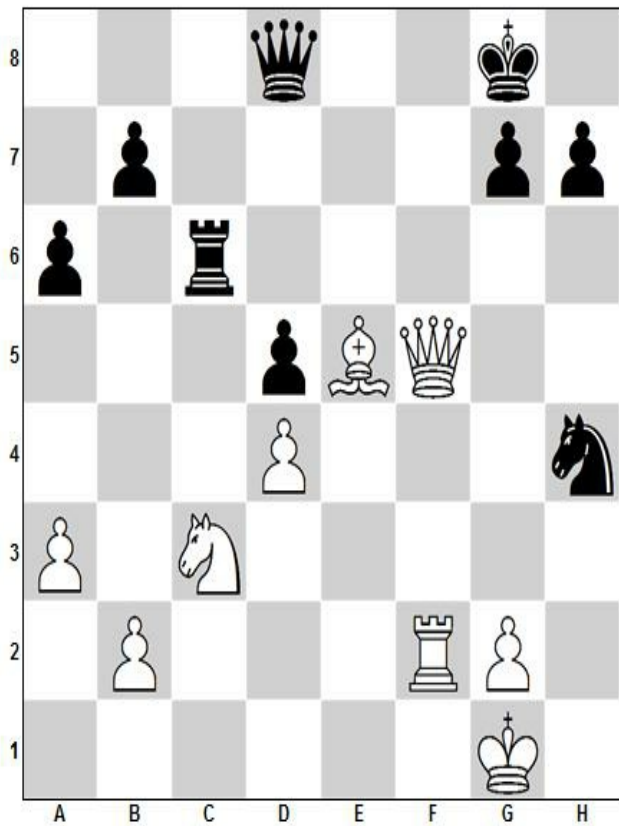
61...Rxf5+

(613) Black to move



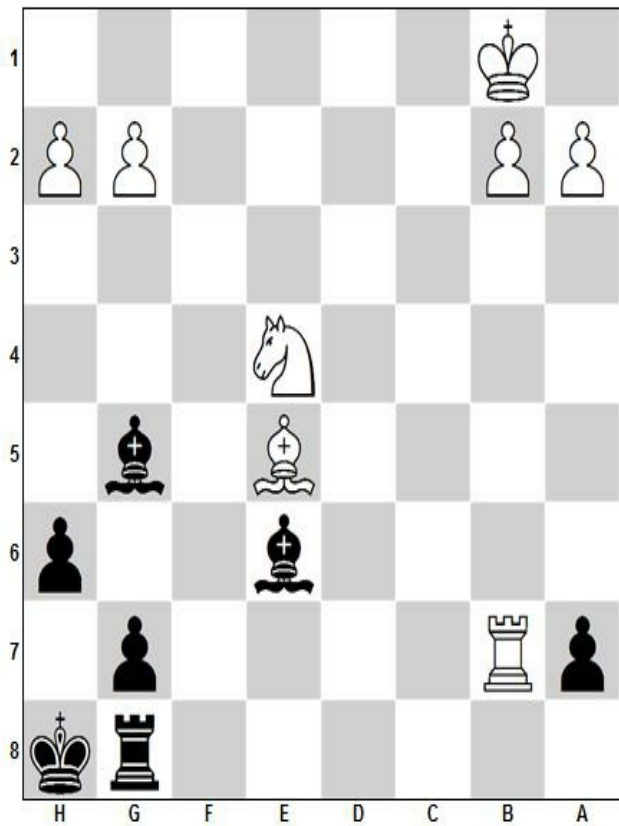
57...*Rh3+*

(614) White to move



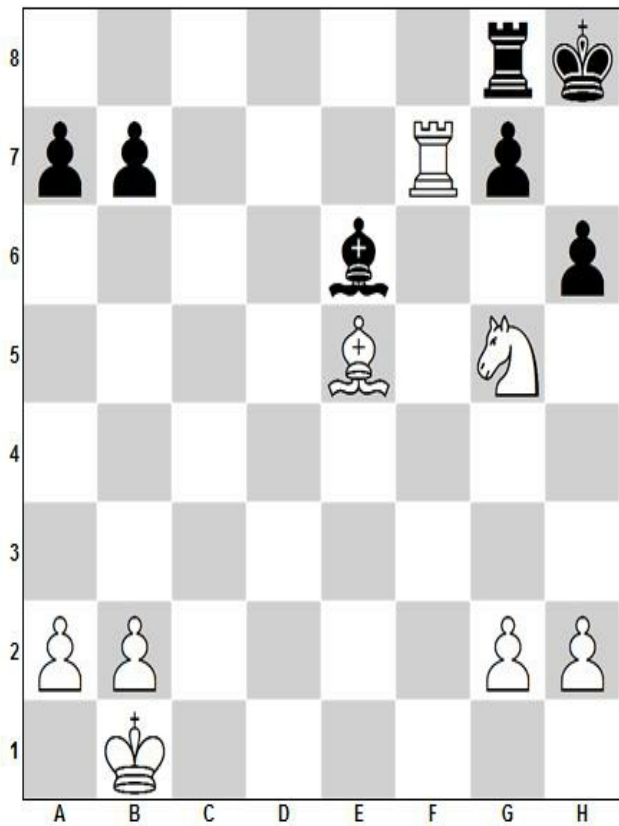
32. $Qf7+$

(615) Black to move



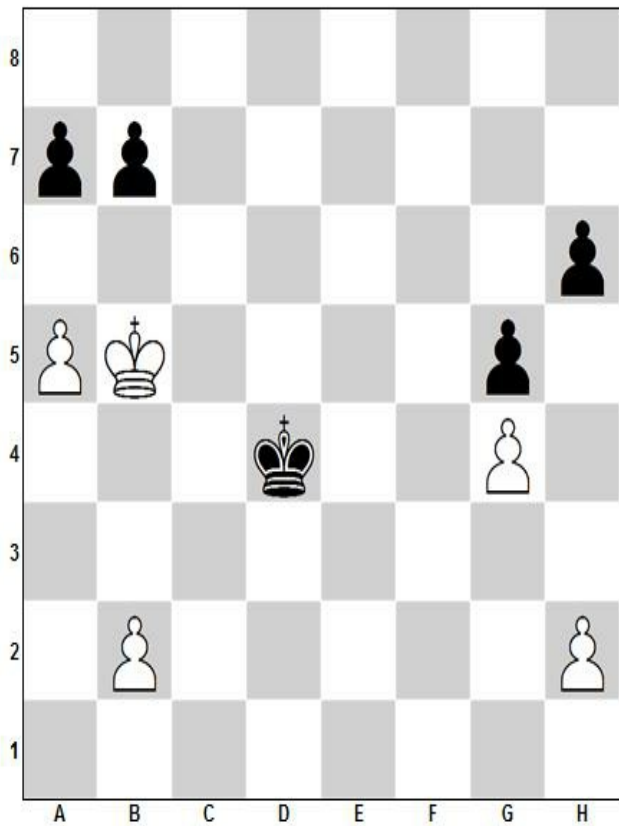
29...*Bf5*

(616) White to move



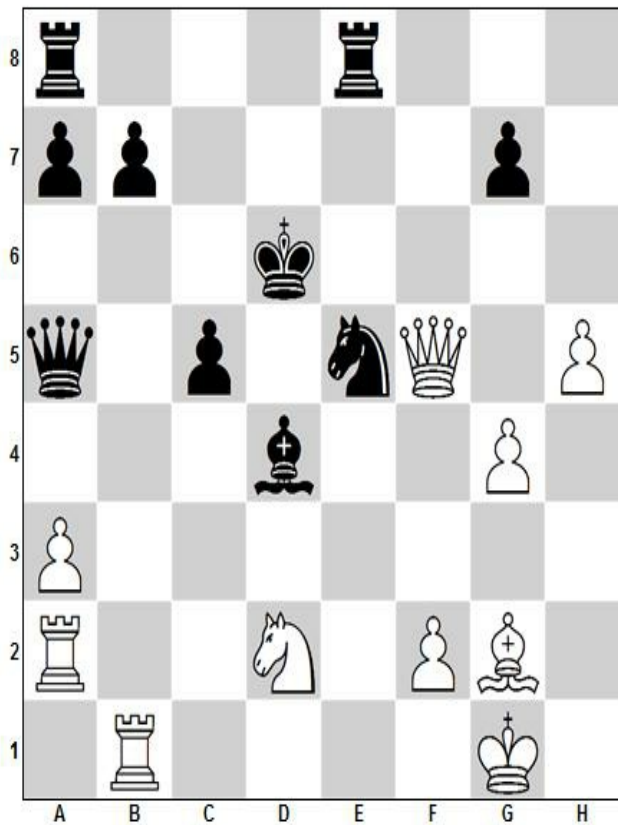
30.Nxe6

(617) White to move



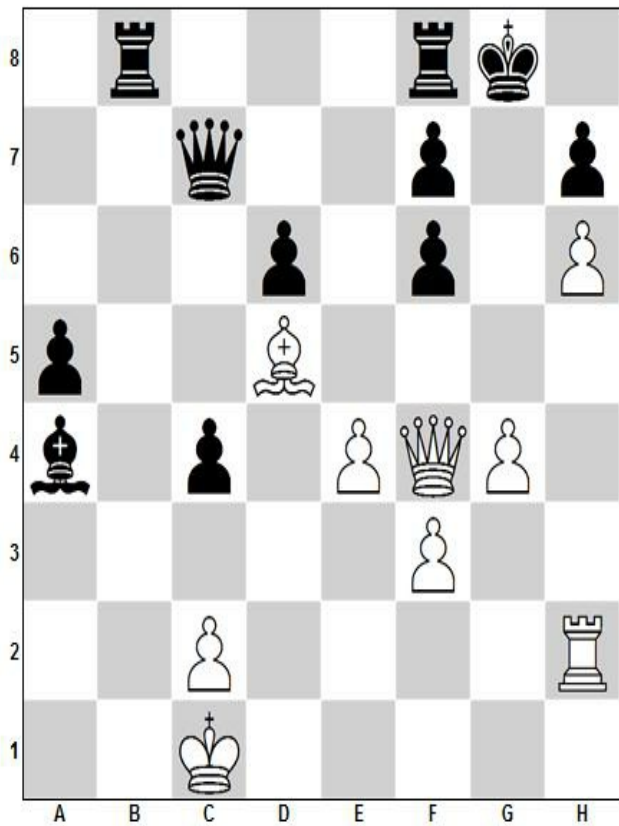
41.a6

(618) White to move



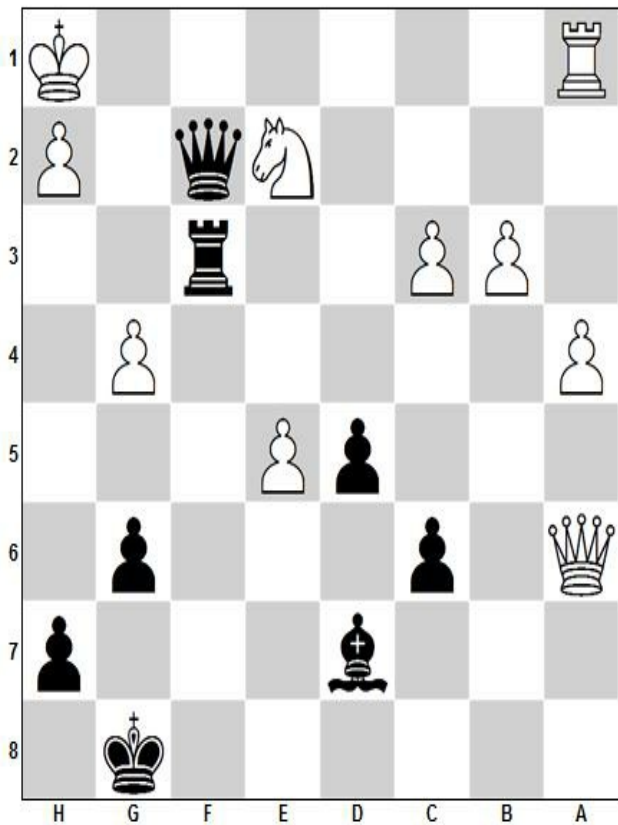
26.Nc4+

(619) White to move



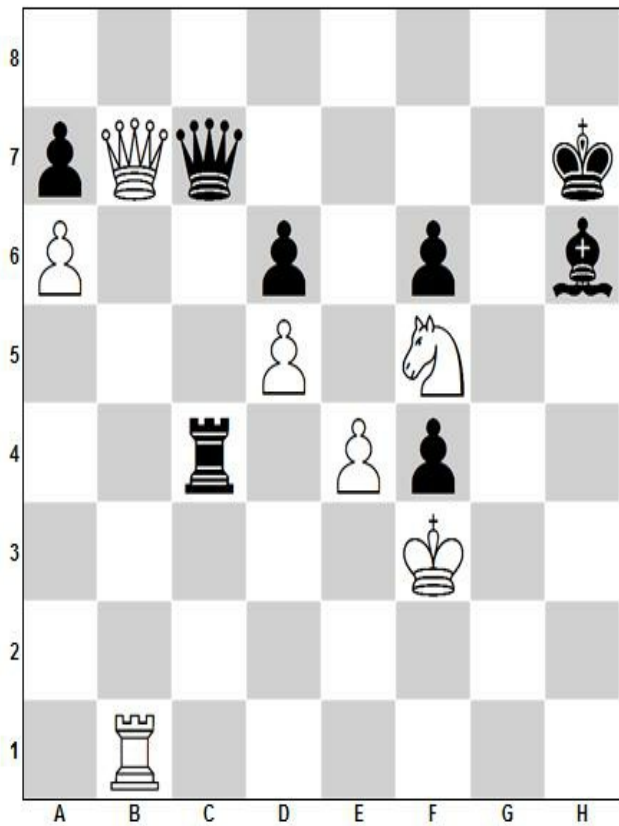
28. *Qxf6*

(620) Black to move



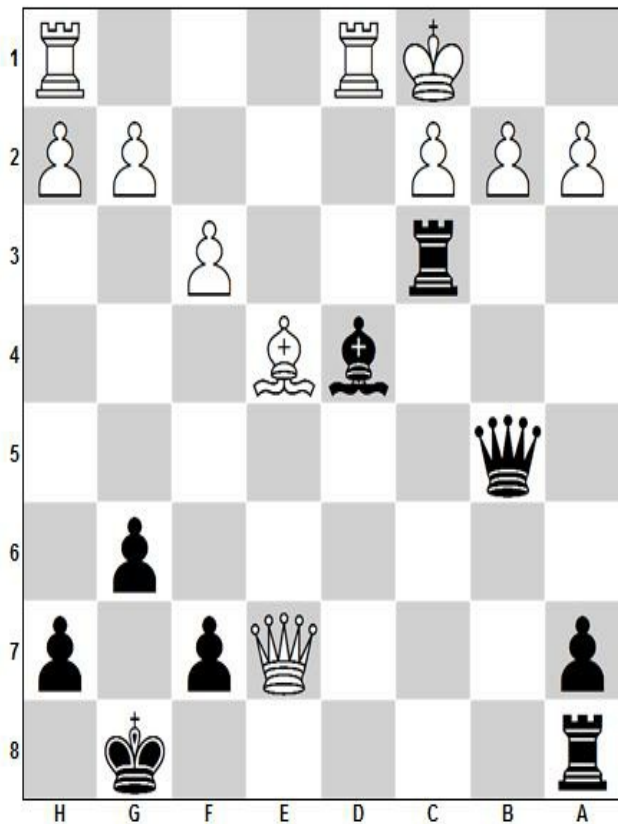
30...*Rh3*

(621) White to move



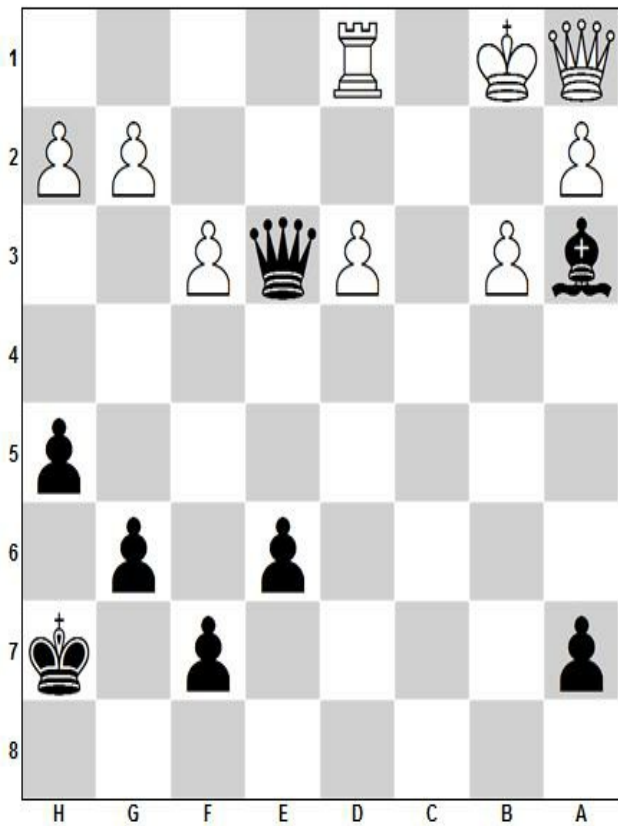
48. $Q_{xc}7+$

(622) Black to move



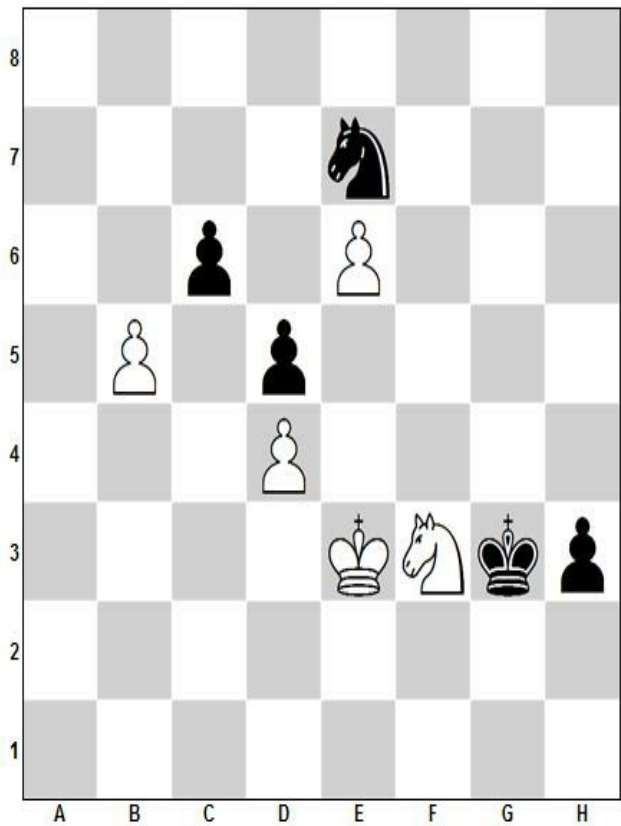
20...Rxc2+

(623) Black to move



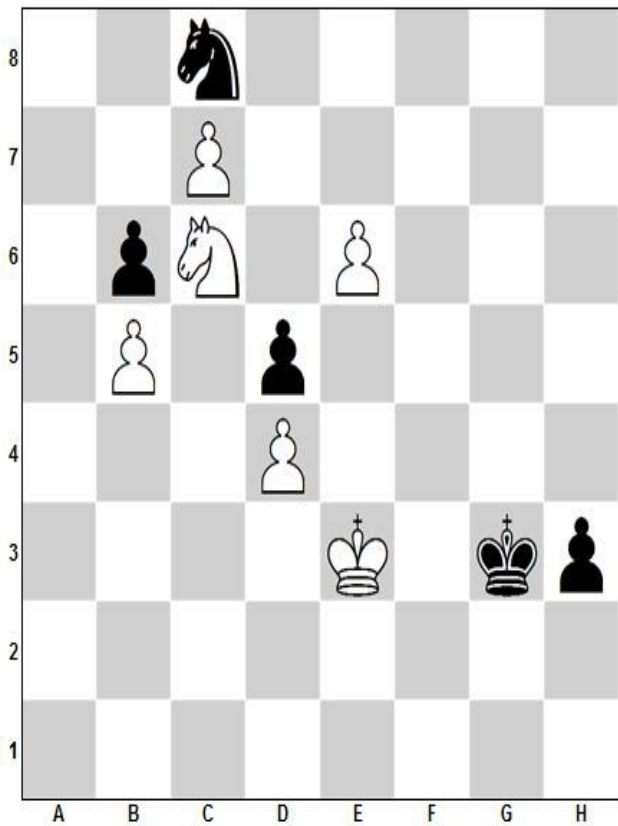
31...Qe2

(624) White to move



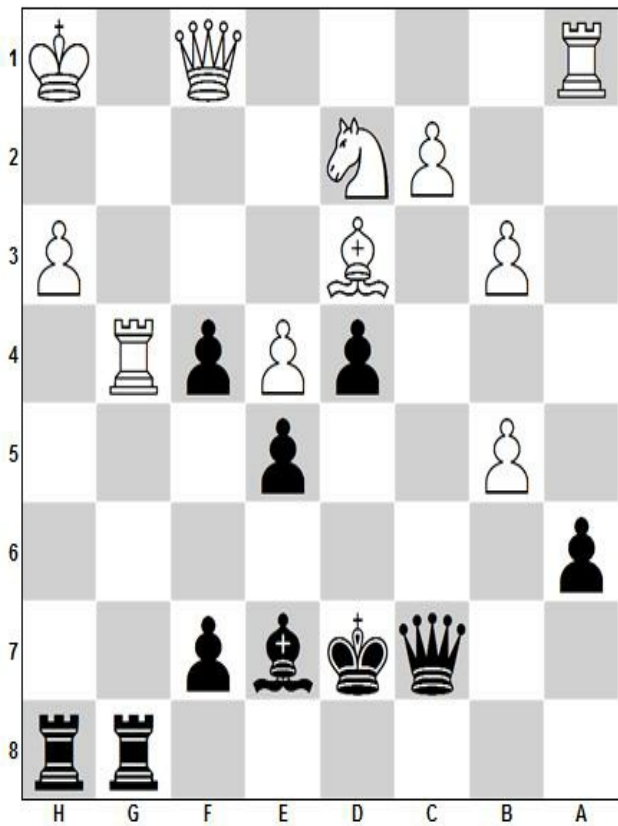
51.b6

(625) White to move



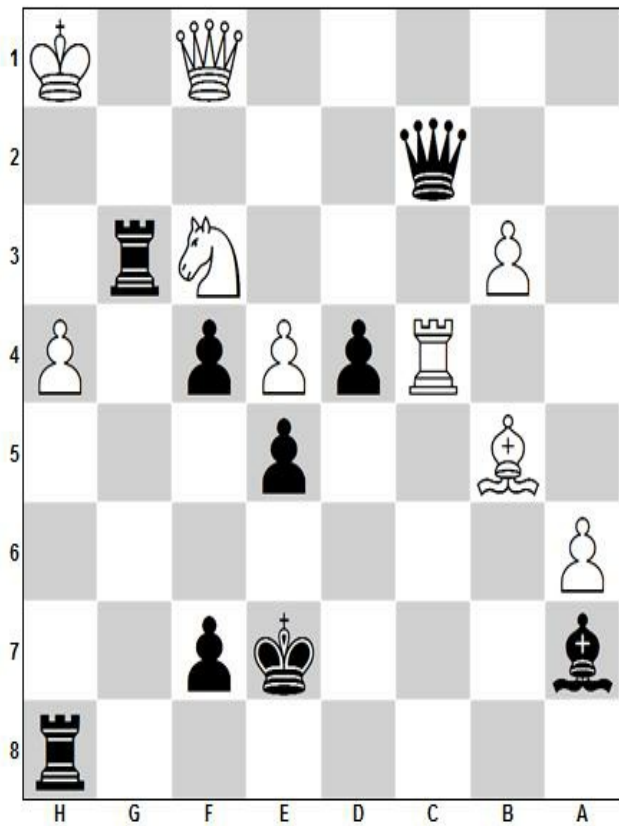
54.e7

(626) Black to move



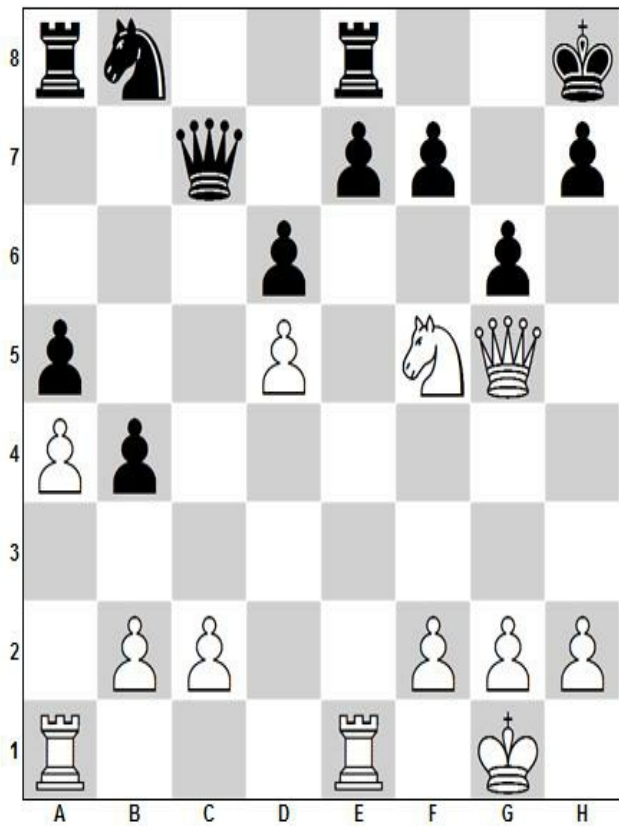
26...Rxf4

(627) Black to move



32...Qxe4

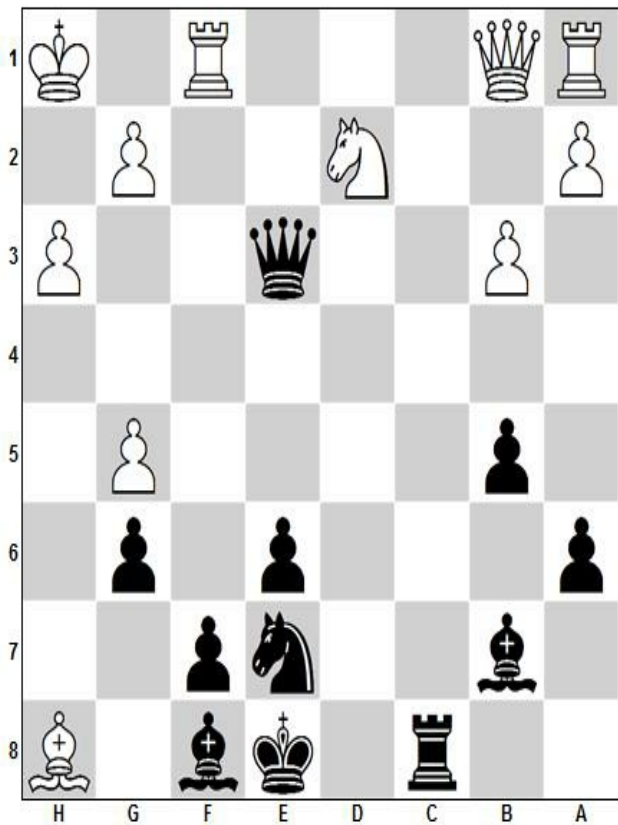
(628) White to move



20.Qf6+!! got a double exclamation from Deep Rybka. The e pawn is pinned **20...exf6 Rxe8#** (or **20...Kg8 Qg7#**)

From the game Henry23 (1875) – Rura1980 (1760), Open invite, redhotpawn.com, August 28, 2008

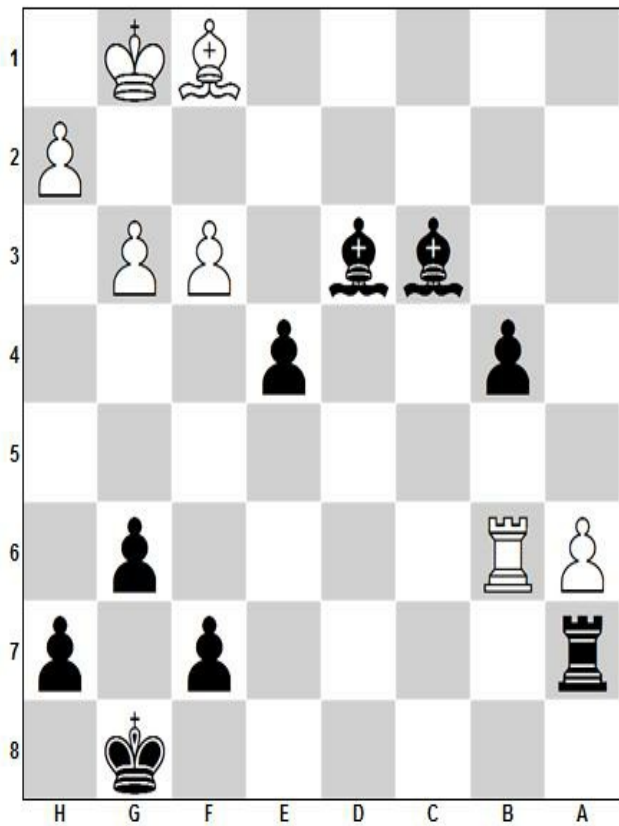
(629) Black to move



21...Qxh3+ The g pawn is pinned **22. Kg1**
Qxg2#

From the game Ed Cronin (1387) – James MacNeil (1627), 1999 Colorado Open, Round 4, Denver, September 7, 1999.

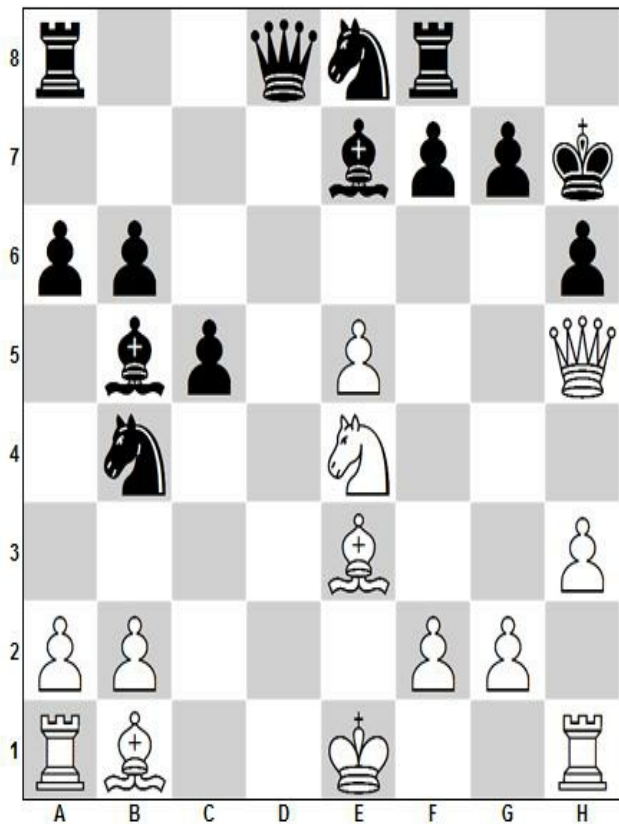
(630) Black to move



31...Bd4+ forks the King and Rook

From the game friis76 (1349) – porygon
(1958), redhotpawn.com 2012
Championship, Round 1, February 1,
2012,

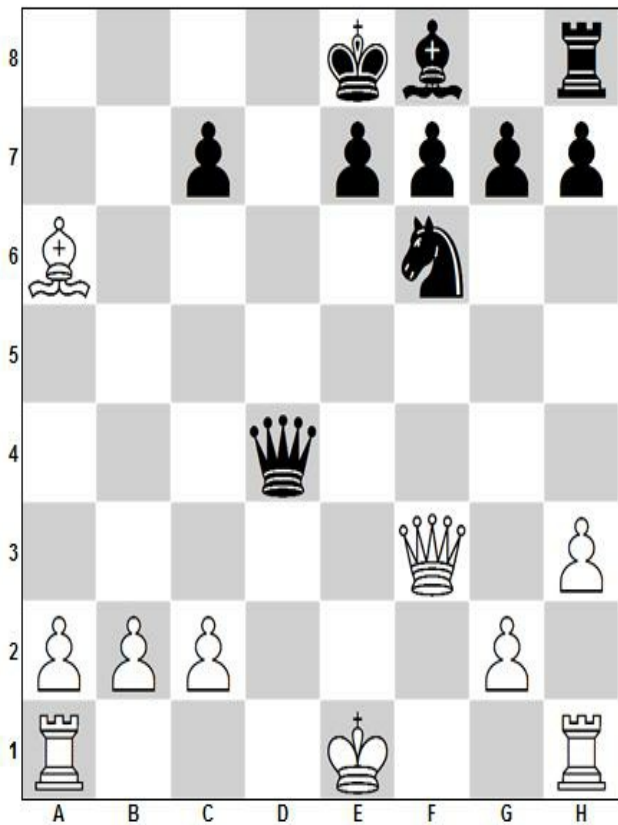
(631) White to move



20.Nf6+ double discovered check – after **20...Kh8** White follows up with **21. Bxh6** and mate soon after. For example **21...Nxf6 22. exf6 Bxf6 23. Bf4+ Kg8 Qh7#**

From the game Wes Kern (1564) – Stephen Wilson (1217), 1999 Colorado Open, Round 2, Denver, September 6, 1999.

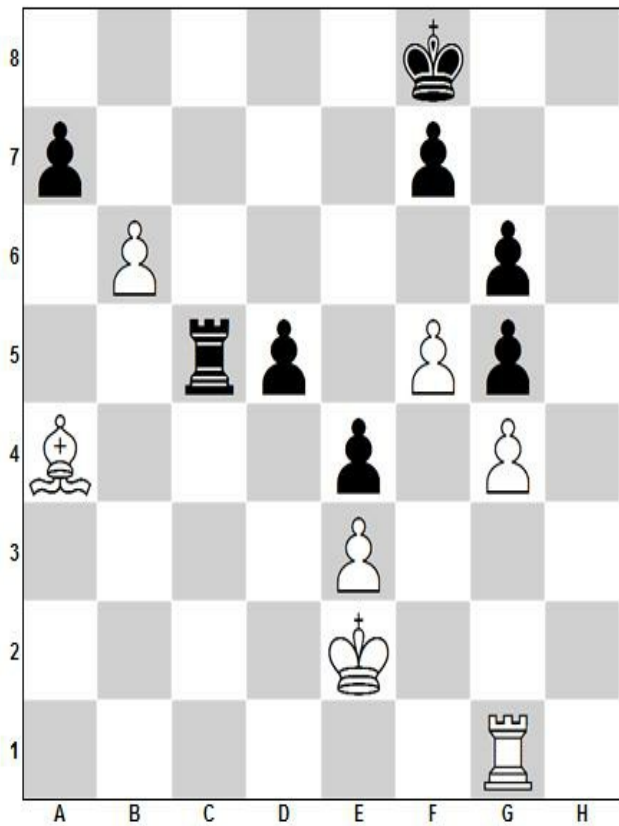
(632) White to move



15.Bb5+ forces the King to the d file,
15...Kd8 16. Rd1 skewering the Black
Queen and King. All other options lead to
immediate mate, for example, **15...Nd7**
16.Qa8#

From the game Richard de Long (1688) –
Robbie Caldwell (916), 1999 Colorado
Open, Round 2, Denver, September 6,
1999.

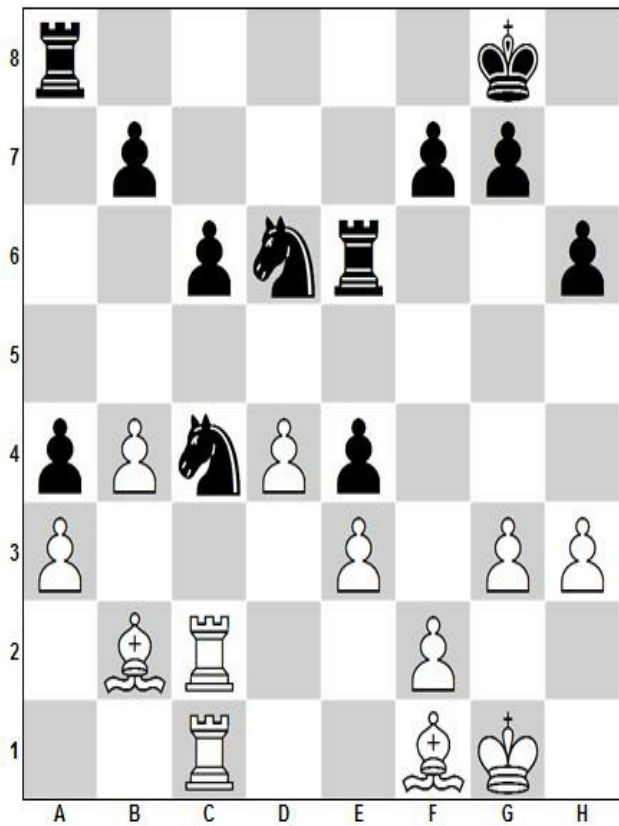
(633) White to move



42.b7 and the White pawn cannot be stopped from becoming a Queen.

From the game Valeriy Levitan (1180) – Larry Wutt (1565), 1999 Colorado Open, Round 2, Denver, September 6, 1999.

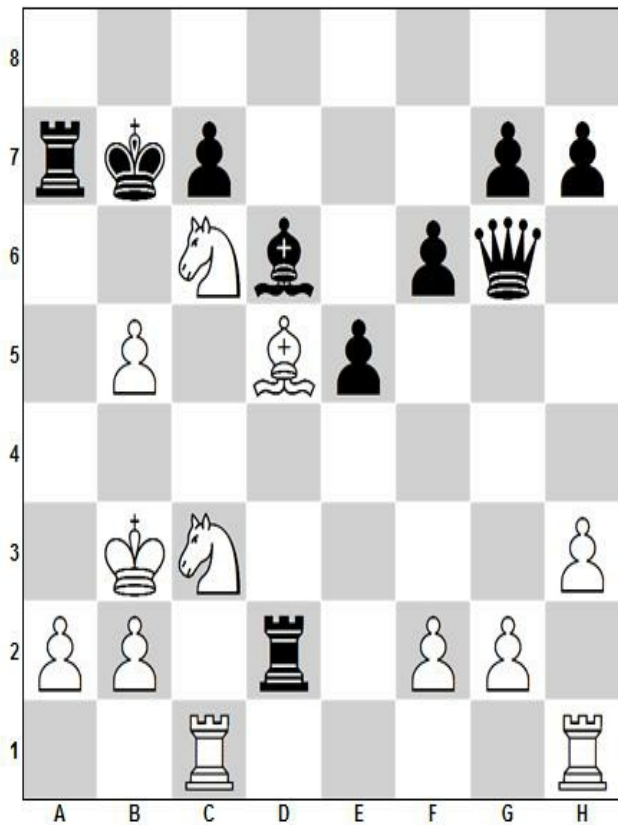
(634) White to move



27.Bxc4 wins a piece that is attacked three times, but only defended once. Nothing tricky here.

Variation from the game Michael Presutti (1614) – Michael Munafo (1518), 1999 Colorado Open, Round 1, Denver, September 4, 1999

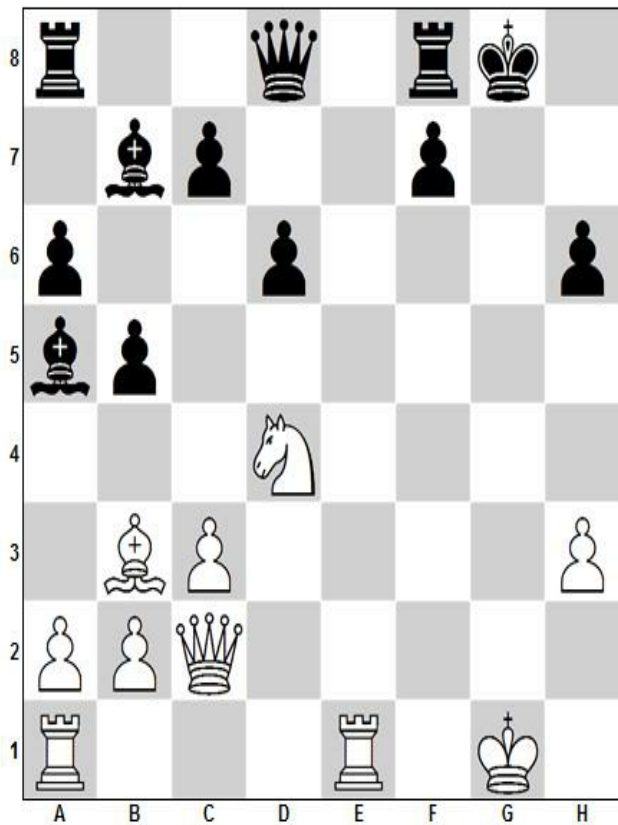
(635) White to move



26. *Nxe5*+ grabs a pawn, and wins the Black Queen with a discovered check.

From the game Mark Lauer (1427) – Richard de Long (1688), 1999 Colorado Open, Round 1, Denver, September 4, 1999

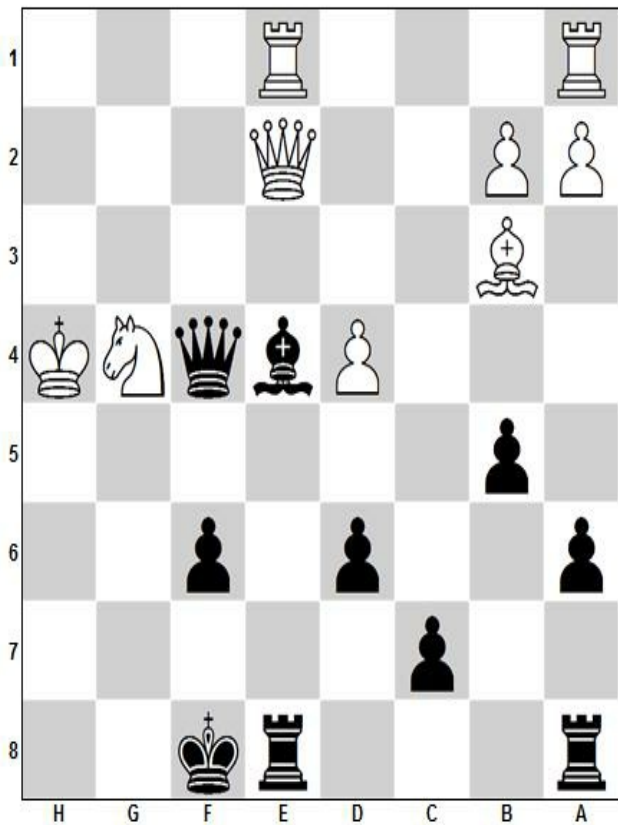
(636) White to move



19. Qg6+ leads to mate with the idea **19... Kh8 20. Qxh6+ Kg8 21. Kh2** and the White Rook checkmates on the open g file.

Variation from the game Constantine Vigderman (1441) – Gary Bagstad (1700)
1999 Colorado Open, Round 3, Denver,
September 5, 1999

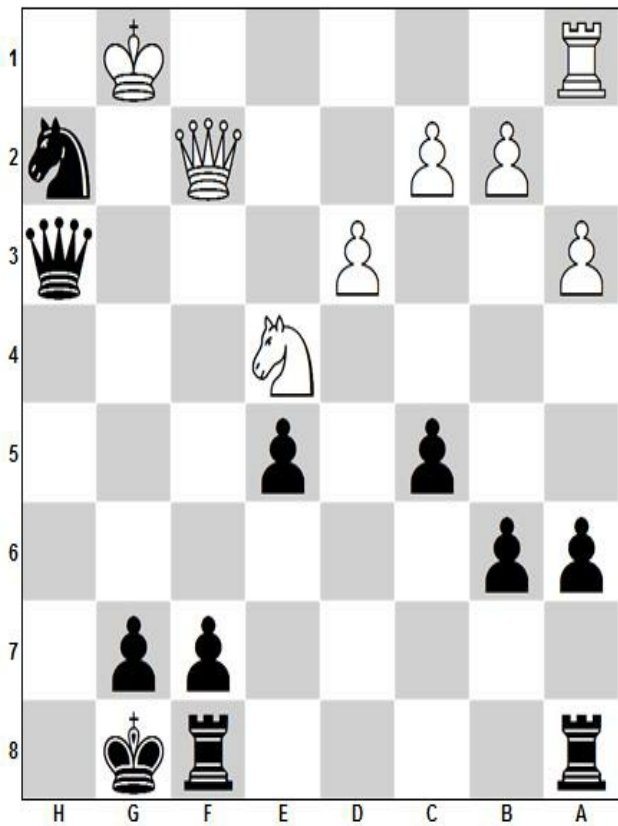
(637) Black to move



30...Kg7 with the threat Rh8 leads to mate.
31.Bg8 Rxd8 32.Kh3 Rh8+ 33.Nh6
Rxd6+ 34.Qh5 Rxd5#

Missed in the game Constantine
Vigderman (1441) – Gary Bagstad (1700)
1999 Colorado Open, Round 3, Denver,
September 5, 1999

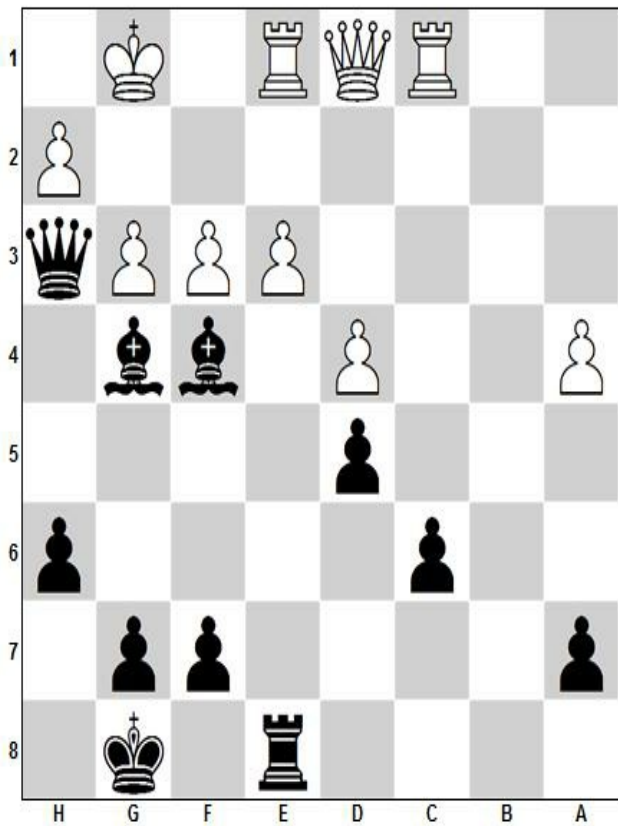
(638) Black to move



34...Nf3+ and White has to give up the Queen to get out of check. **35. Qxf3 Qxf3**

From the game friis76 (1349) – Inspector 5251 (1321), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

(639) Black to move



25...Bxg3 threatens mate and attacks the Rook on e1. White is busted. Some sample lines:

26.Rc2 (to stop Qxh2+ and Qf2#) **Bxe1**
27.Qxe1 Qxf3 and Black is up a Bishop and two pawns.

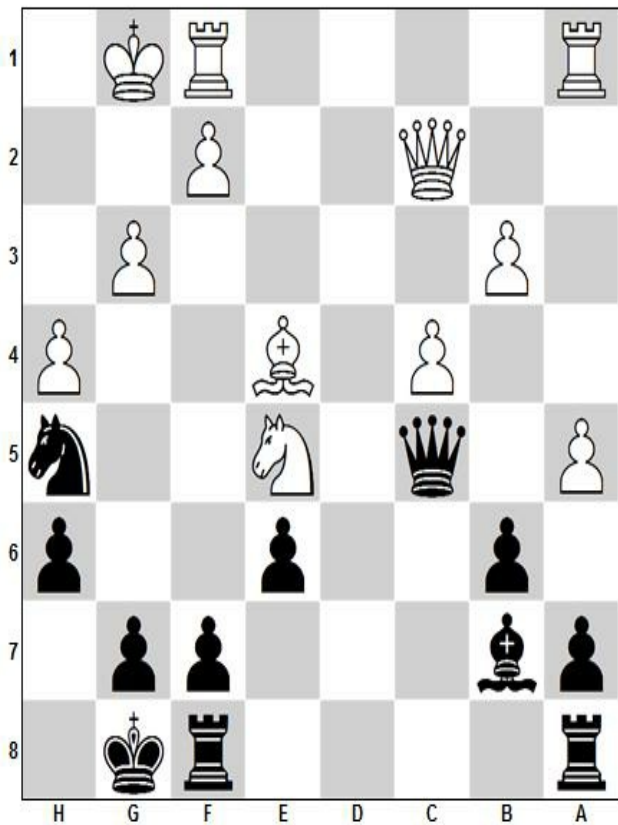
26.Qe2 Rxe3 27.Qg2 Rxe1+ 28.Rxe1 Bxe1 White is down two Bishops.

26.Re2 Bxf3 pinning the Rook to the Queen, and grabbing another pawn.

Missed in the game Gary Crites (1254) – Andre Patin (1600), 1999 Colorado Open,

Round 2, Denver, September 4, 1999.

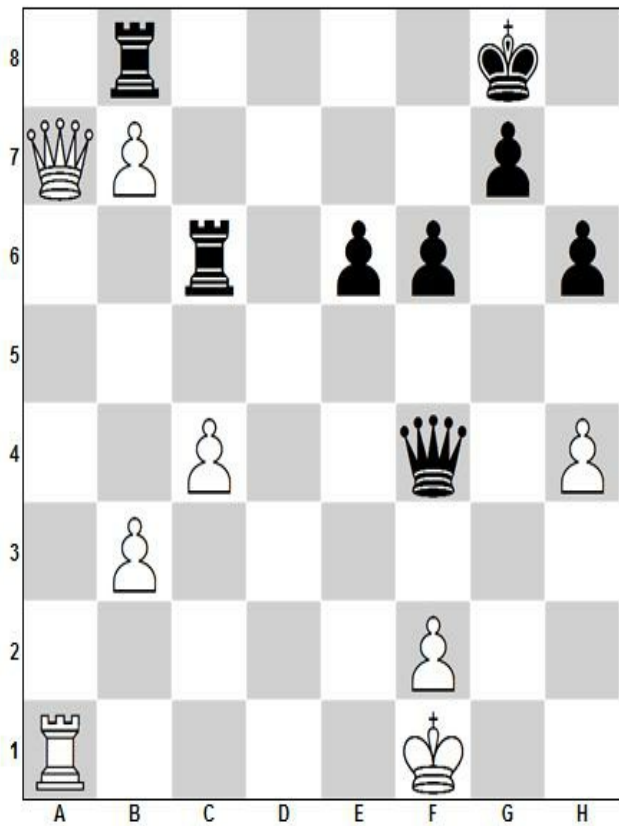
(640) Black to move



22...Bxe4 23. Qxe4 Nxf3 forks the Queen and Rook. The f pawn cannot capture because of the pin from the Black Queen. Black comes out ahead a pawn, and the exchange.

From the game Valeriy Levitan (1180) – Sebastian Buhlmann (unrated), 1999
Colorado Open, Round 5, Denver,
September 6, 1999.

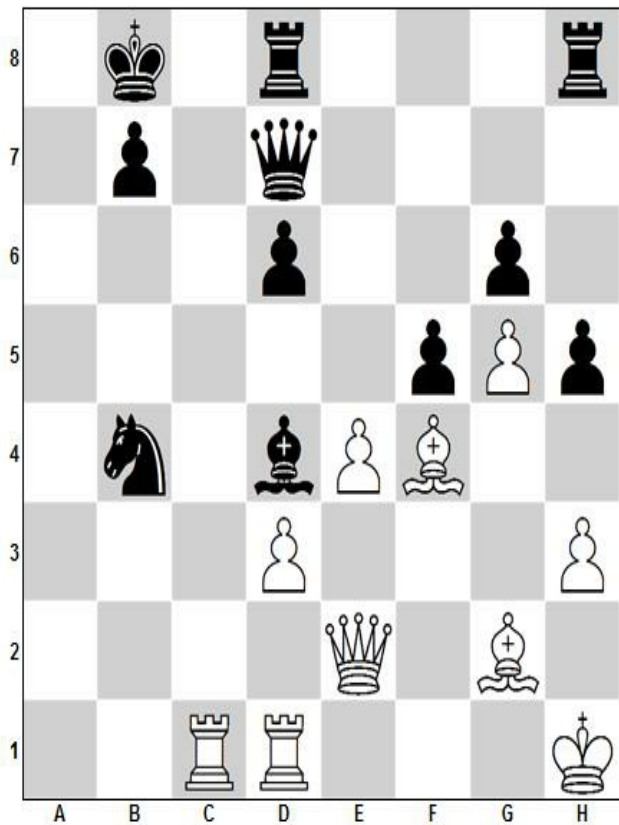
(641) White to move



34. Qxb8+!! got a double exclamation from Deep Rybka. This move wins a piece, and forks the King and Queen. After **34... Qxb8** **35. Ra8** pins the Queen to the King. If **35... Qxa8** **36. bxa8=Q+** forks the King and Rook.

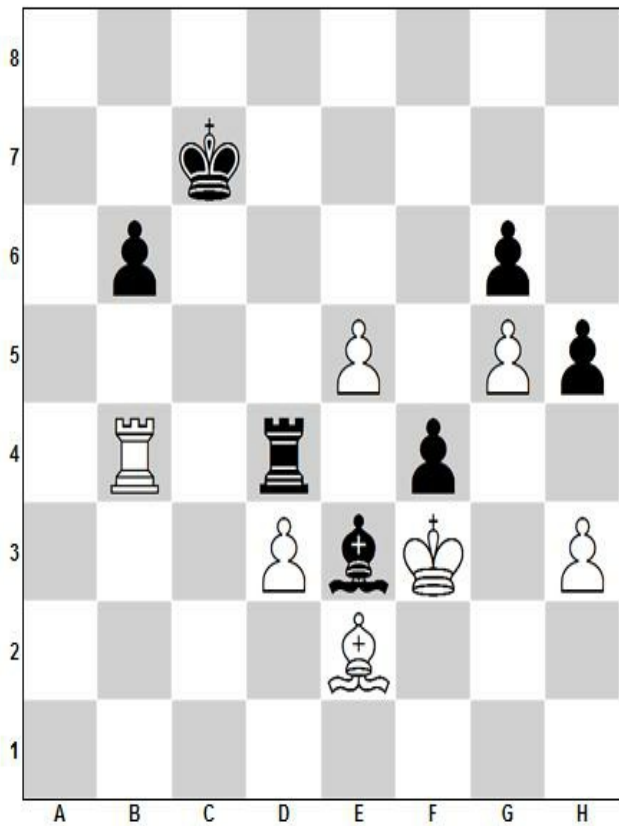
From the game Valeriy Levitan (1180) – Sebastian Buhlmann (unrated), 1999 Colorado Open, Round 5, Denver, September 6, 1999.

(642) White to move



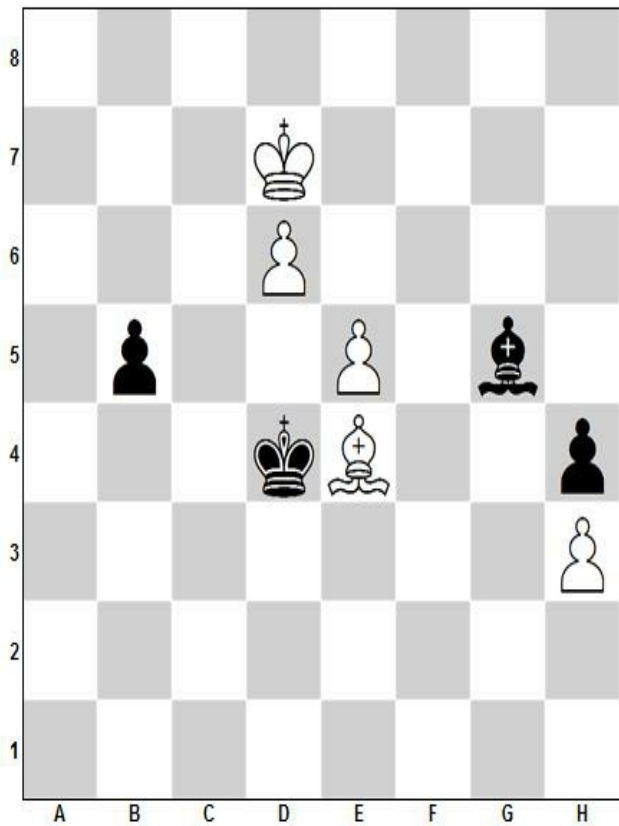
26.Rc4

(643) White to move



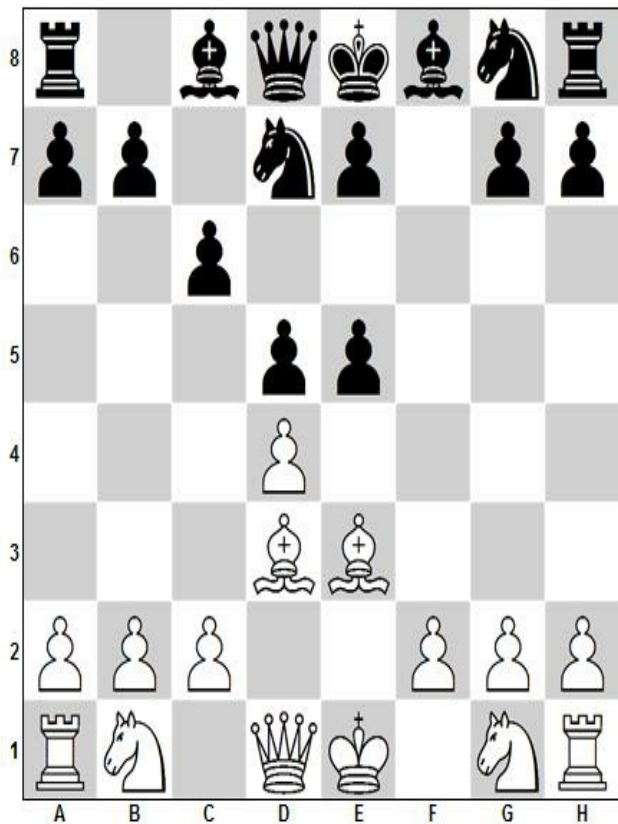
42.Rxd4

(644) White to move



54.e6

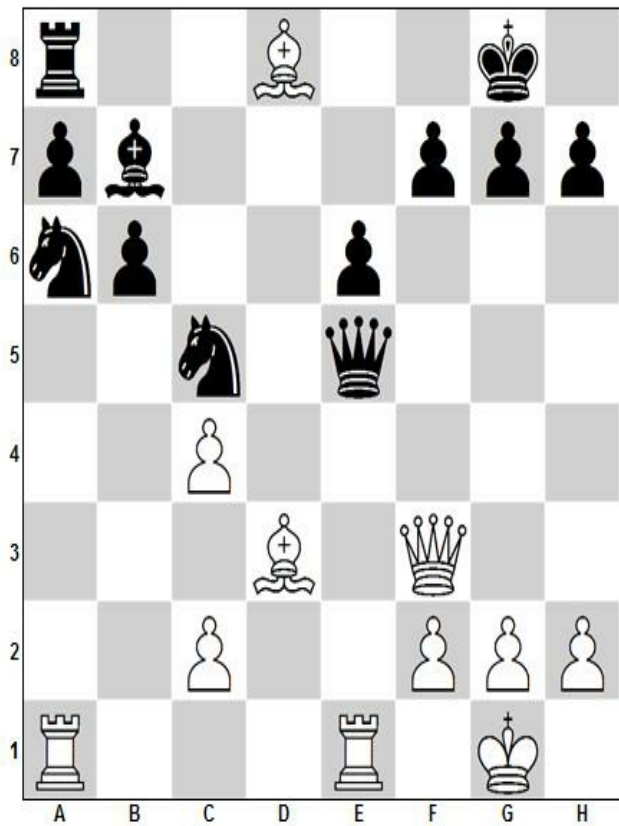
(645) White to move



6. Qh5+ g6 7. Qxg6+!! hxg6 8. Bxg6# (or
the less dramatic **7. Bxg6 hxg6 8. Qxg6#**)

From the game Richard De Long (1688) –
Joe Ford (1183), 1999 Colorado Open,
Denver, CO, Round 3, September 5, 1999

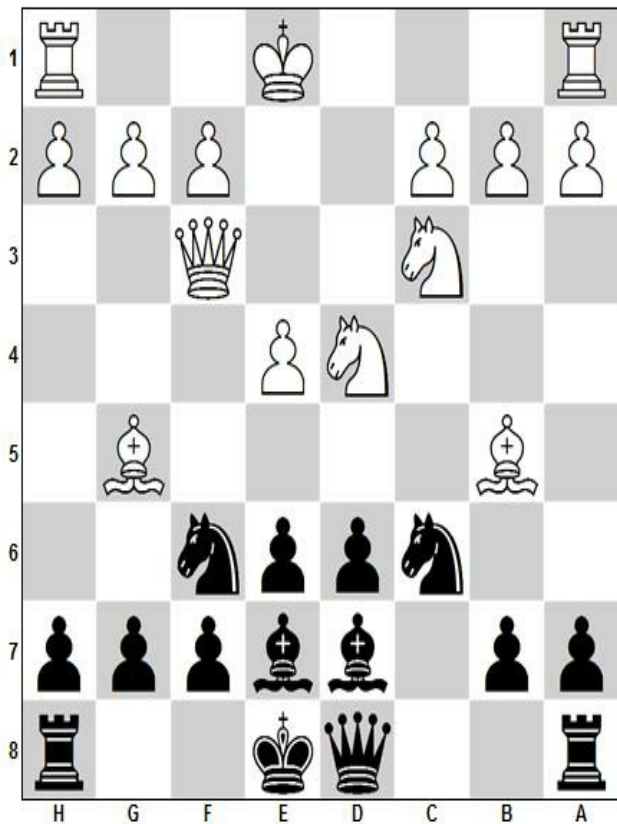
(646) White to move



20. Bxh7+ is an alert in between move.
Both the White Queen and Black Queen
are under attack. If **20... Kxh7** **21. Qh3+**
and White moves his Queen out of danger
with check, and Black will lose their
Queen on the next move.

From the game Sebastian Buhlmann
(Unrated) – Philip M. Brown (1456),
1999 Colorado Open, Denver, CO, Round
3, September 5, 1999

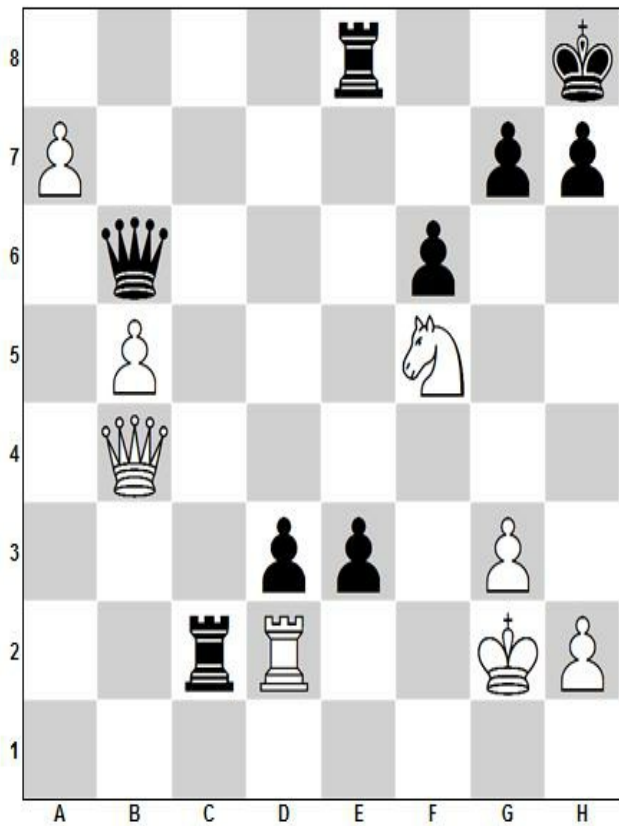
(647) Black to move



9...Nxd4 wins a piece.

From the game schammblut (1272) –
ChessFM (2139), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

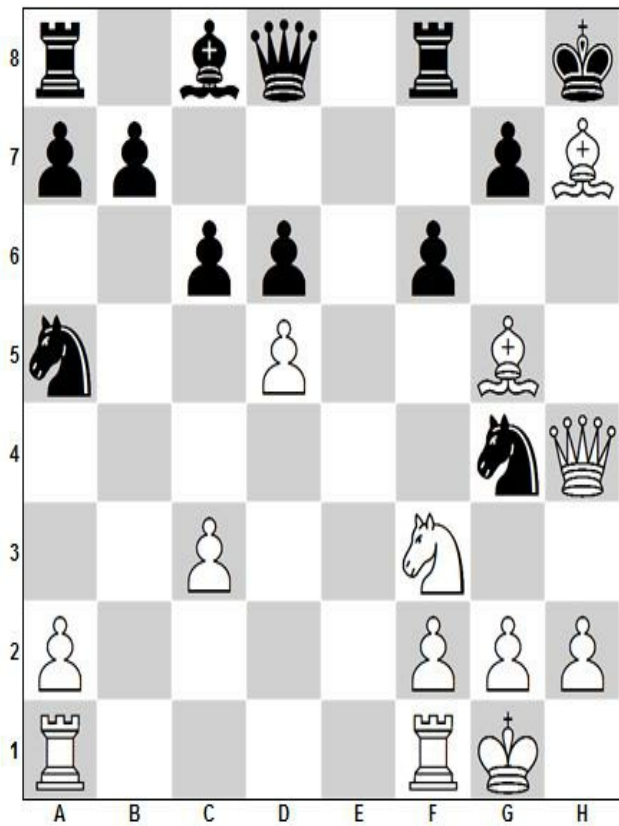
(648) White to move



42. Qe7 threatens the rook on e8, threatens mate on g7, and protects the passed pawn on a7. If **42... Rxe7** **43. a8=R+** leads to mate. If **42... Rg8** to guard the mate threat, White still Queens, with **43. a8=R** (or **43. a8=Q**), and black cannot stop mate.

Missed in the game John Klinski (1632) – Dan Cabrera (1519), 1999 Colorado Open, Denver, CO, Round 5, September 6, 1999

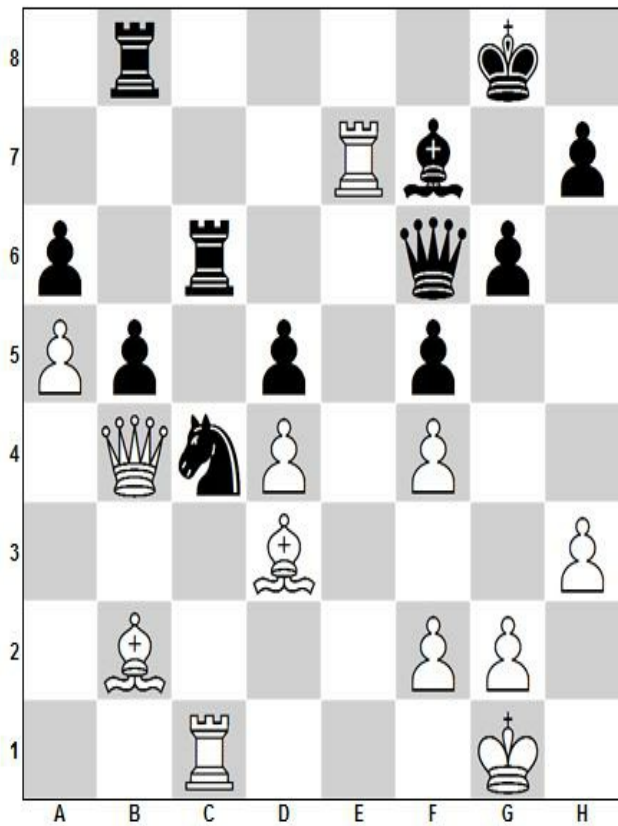
(649) White to move



***18.Bg6+* and mate after *Nh6 19.Bxh6 Rf7*
*20.Bxg7+ Kxg7 21.Qh7+ Kf8 22.Qxf7#***

From the game Ron Rossi (1502) –
Marius Lauer (1427), 1999 Colorado
Open, Denver, CO, Round 6, September
6, 1999

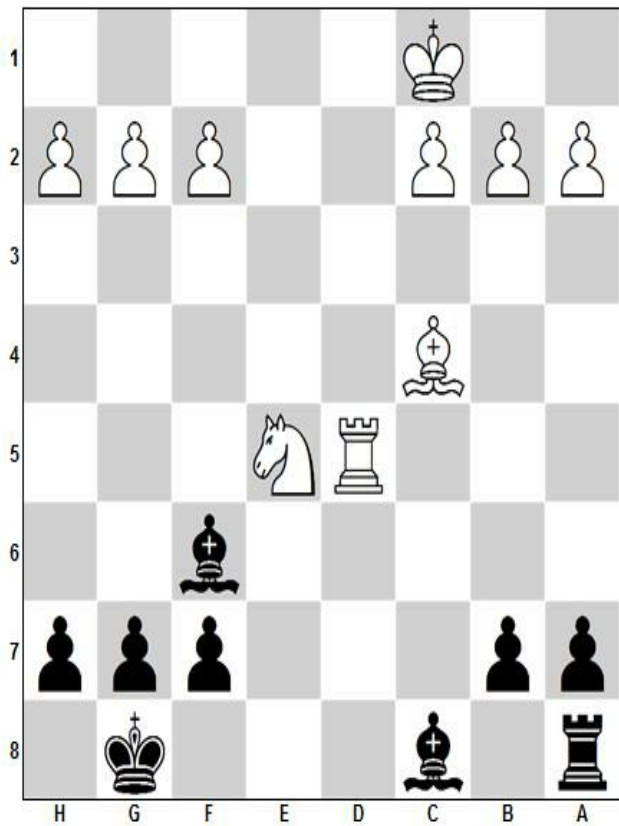
(650) White to move



32. Bxc4 takes advantage of the pinned b pawn. If **32... dxc4 33. d5!** Discovered attack on the Black Rook and Queen. If **32... Rxc4 33. Rxc4 dxc4 34. d5** kicks the Black Queen off the weak dark squares and **35. Qc3** will lead to mate.

Missed in the game Robert Overdorff
(1536) – Keith Parker (1321), 1999
Colorado Open, Denver, CO, Round 5,
September 6, 1999

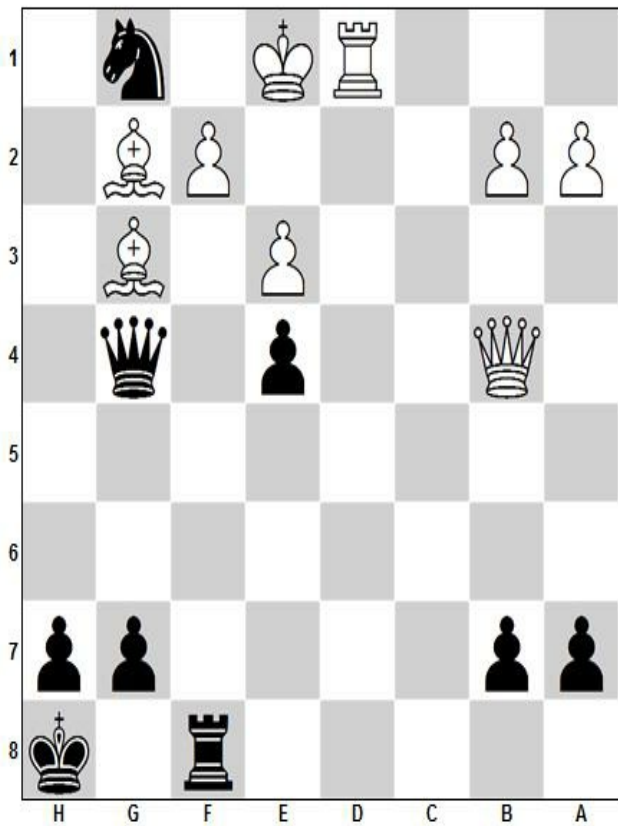
(651) Black to move



16...Be6 overloads the Rook and skewers the Rook and Bishop. If **17. Rc5 Bxe5 18. Bxe6 Bf4+ 19. Kd1 fxe6** and Black is up a piece.

From the game schammblut (1272) – porygon (1958), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

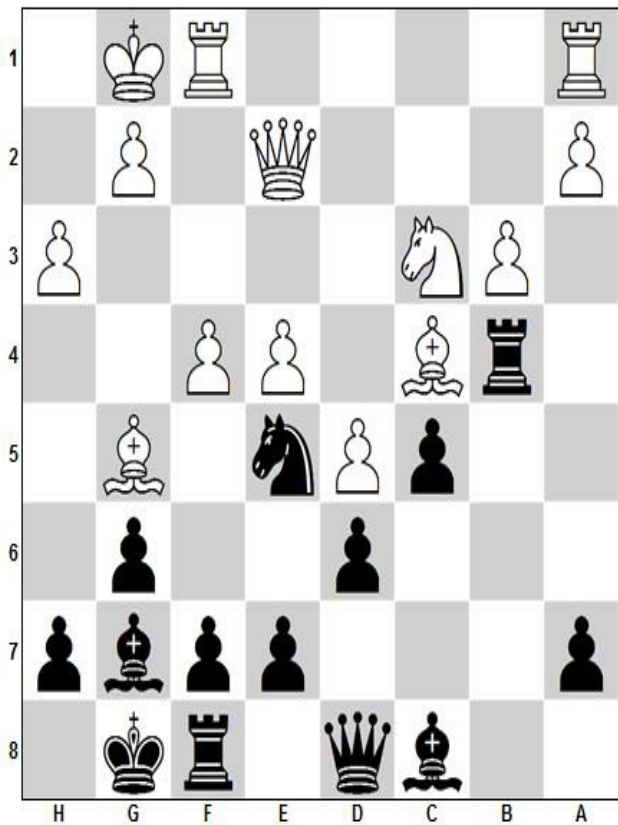
(652) Black to move



33...*Qe2*#

Variation from the game Michael Munafo
(1518) – Richard De long (1688), 1999
Colorado Open, Denver, CO, Round 5,
September 6, 1999

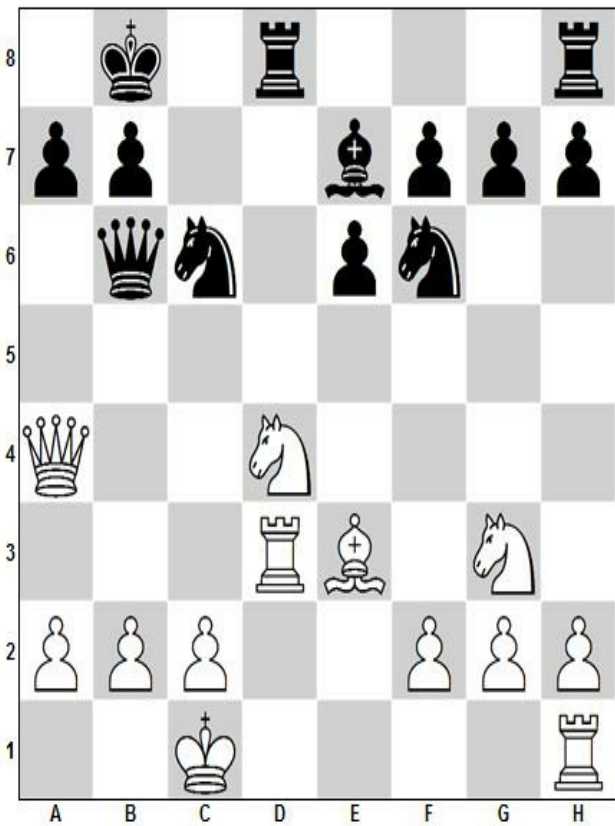
(653) Black to move



15...Nxc4 takes the White Bishop with a discovered attack from the Black Bishop on g7 to the White Knight on c3. White cannot recapture, and protect the Knight, and will lose a piece. For example **16. Bxc4 Bxc3** These types of discovered attacks are very common, and this is a good pattern to know.

From the game schammblut (1272) –
scrappie (1747), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

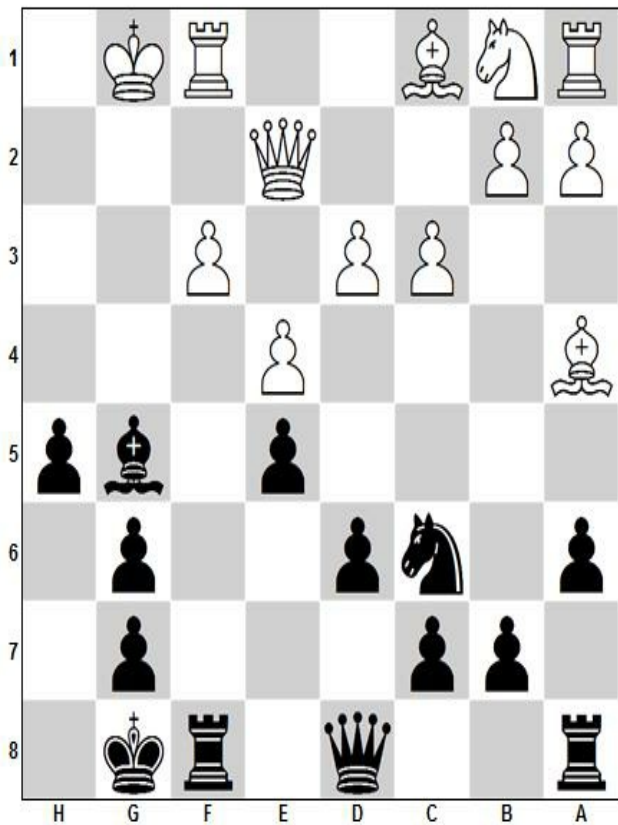
(654) White to move



16. Nxc6+ discovers an attack on the Black Queen with check. After **16... Qxc6**
17. Qxa7+ Kc7 (or **17... Kc8**) **18. Rc3**
pins the Black Queen to the King.

Missed in the game Ronald Rossi (1502)
– Jon Fortune (1186), 1999 Colorado
Open, Round 3, Denver, September 05,
1999

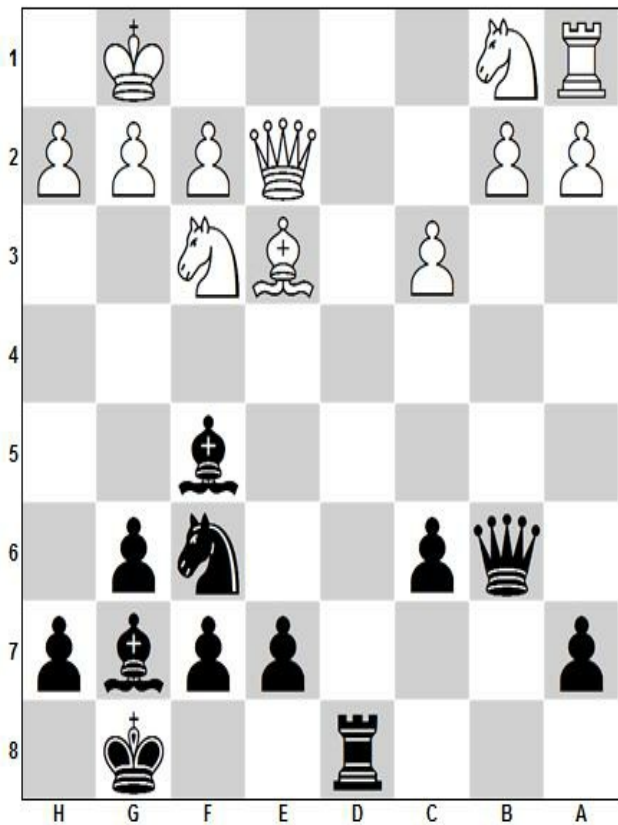
(655) Black to move



16...Bxc1 wins a piece. If **17. Rxc1** then **17...Qg5** forks the King and Rook.

From the game Gary Bagstad (1700) vs
Ronald Rossi (1502), Round 4 1999
Colorado Open, September 5, 1999,

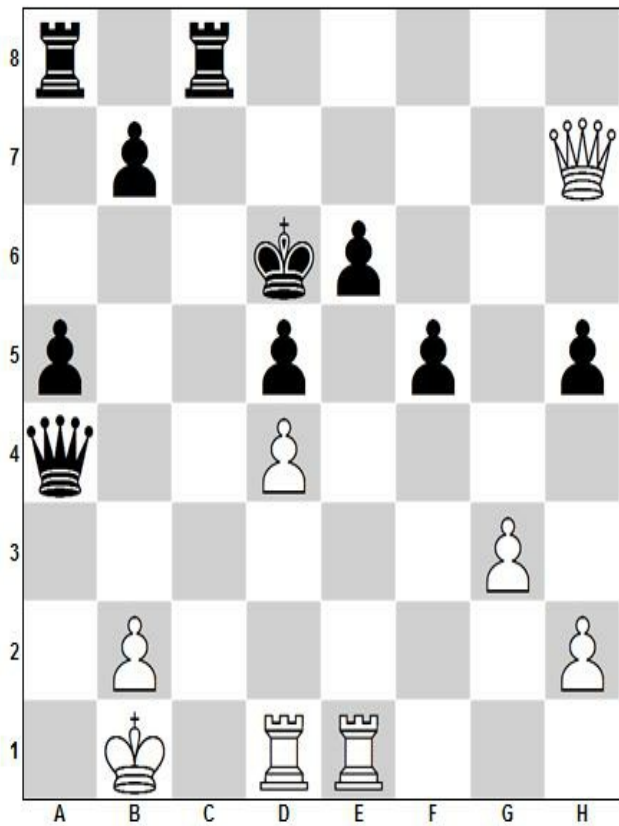
(656) Black to move



15...Qxb2!! wins a pawn that appears to be protected and attacks the rook on a1, which cannot be defended.. The Black Queen cannot be taken because of the back rank mate threat **Rd1#** Very alert play by black.

From the game Edward Epp (2020) vs Matthew Phelps (1653) MCC Winter Warmer Swiss, Round 3, January 16, 2007

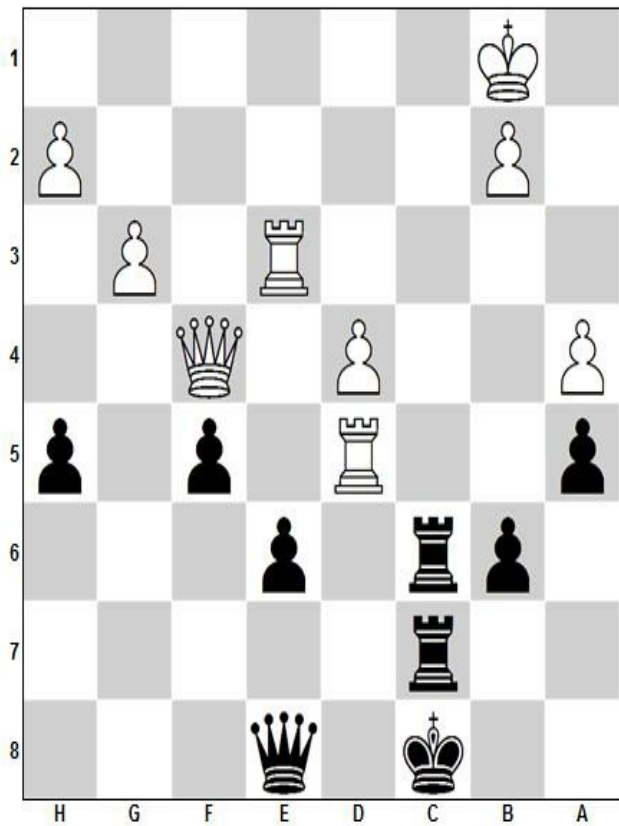
(657) White to move



31.Rxe6+ leads to a long, forced mate
31... Kxe6 32.Re1+ Kd6 (32...Kf6
33.Qe7+ Kg6 34.Re6#) **33.Qe7+ Kc6**
34.Qc5+ Kd7 35.Re7+ Kd8 36.Qd6+ Qd7
37.Qxd7#

Variation from the game David Harris
(2107) – Christopher Chase (2344), MCC
Holiday Swiss, Round 3, December 19,
2006

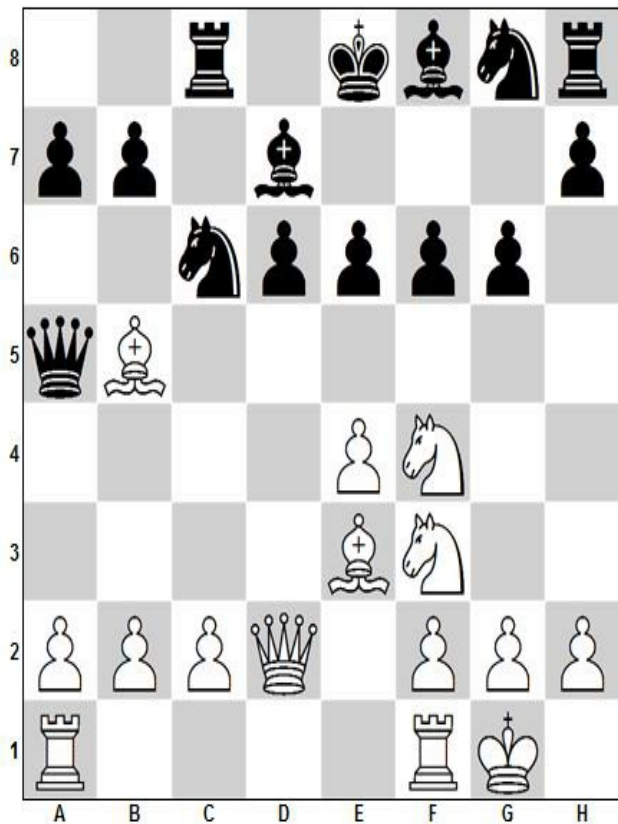
(658) Black to move



38...Rc1+ 39. Ka2 Qxa4+ 40.Ra3 Qc4+
forks the King and Rook.

From the game David Harris (2107) –
Christopher Chase (2344), MCC Holiday
Swiss, Round 3, December 19 2006

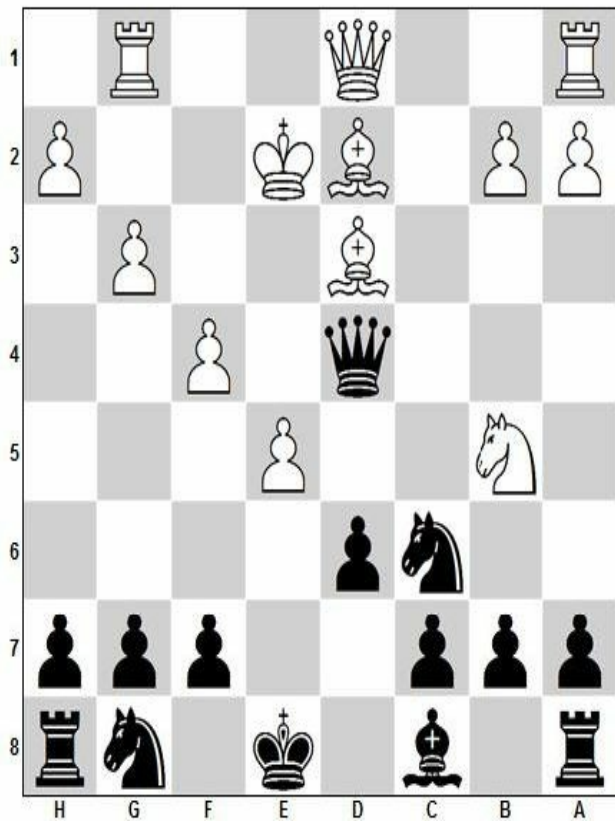
(659) White to move



13.Bxc6 removes the defender of the Black Queen on a5. After **13...Qxd2** **14.Bxd7+** in between move **14...Kxd7** **15.Bxd2** White is up a piece. The key is to play the checking move before recapturing the piece. The White bishop has already captured one piece. Then black takes the White Queen, then White takes a second piece with the bishop that is a check – THEN recaptures the Queen. Combinations like this in blitz can happen so fast that sometimes you don't even realize that you lost a piece. The move order is important.

From the game Marc Larocca (2102) vs
Ruben Portugues (1813) MCC Holiday
Swiss, Round 1, December 5, 2006.

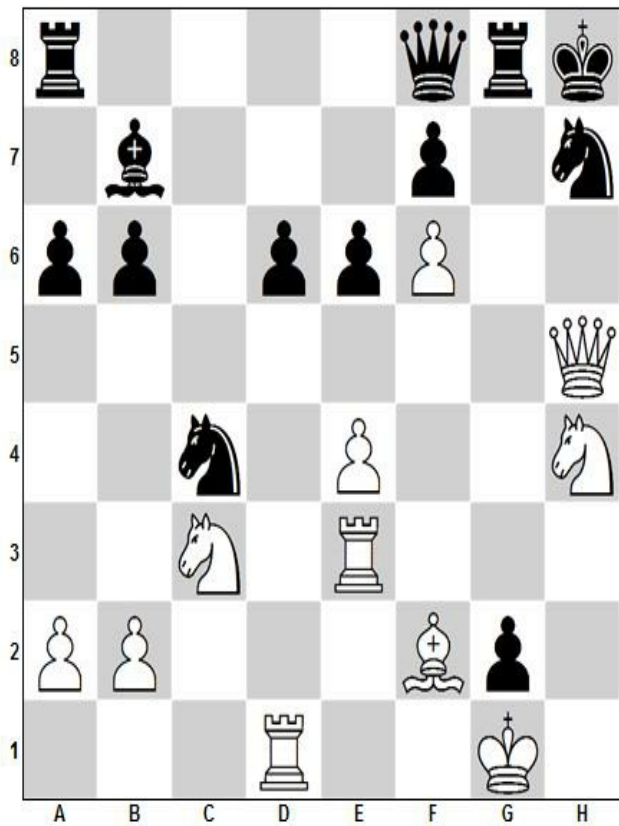
(660) Black to move



12...Bg4+ skewering the White King and Queen, and removing the King from the defense of the White Bishop on d3.

From the game Tom Corbett (1498) vs James Dean Garcia (1508), Denver Chess Club February 2010, Round 2

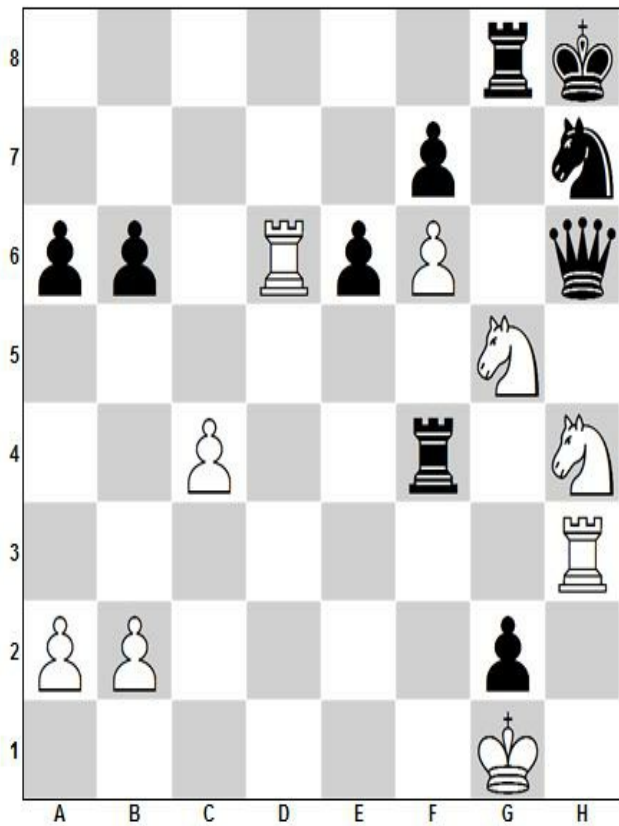
(661) White to move



31.Rh3 threatening **32. Ng6+ fxg6 33. Qxh7#** which black has no good way to stop.

Variation from the game Igor Foygel
(2543) vs Denys Shmelov (2251) MCC
Thanksgiving Swiss, Round 4, November
28, 2006

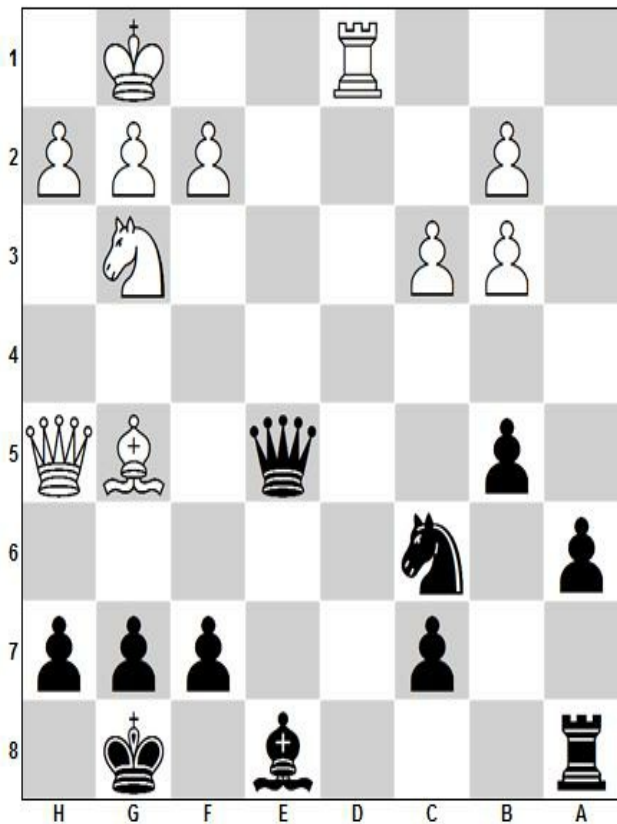
(662) White to move



38.Nxf7# Black has a Knight, Rook and Queen all guarding the King, but they are no match for the White Knight, and pawn deathly duo.

Variation from the game Igor Foygel (2543) vs Denys Shmelov (2251) MCC Thanksgiving Swiss, Round 4, November 28, 2006.

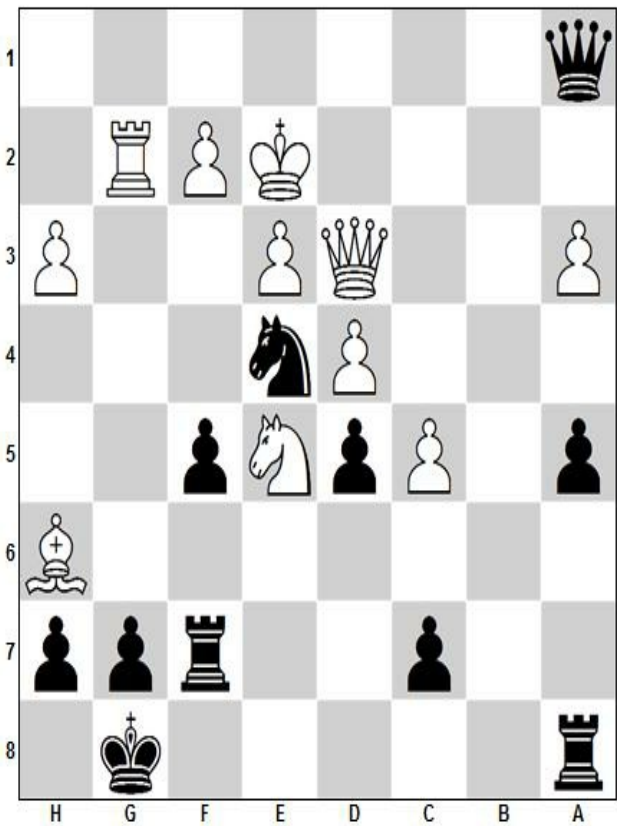
(663) Black to move



23...f6 double attacking both the White Bishop on g5 with the f6 pawn and the White Queen on h5 from the Black Bishop on e8. White can't save both, and Black wins a piece.

From the game Navaneetha Ruthramoorthy (2036) vs Charles Riordan (2322), MCC Thanksgiving Swiss, Round 4, November 28, 2006

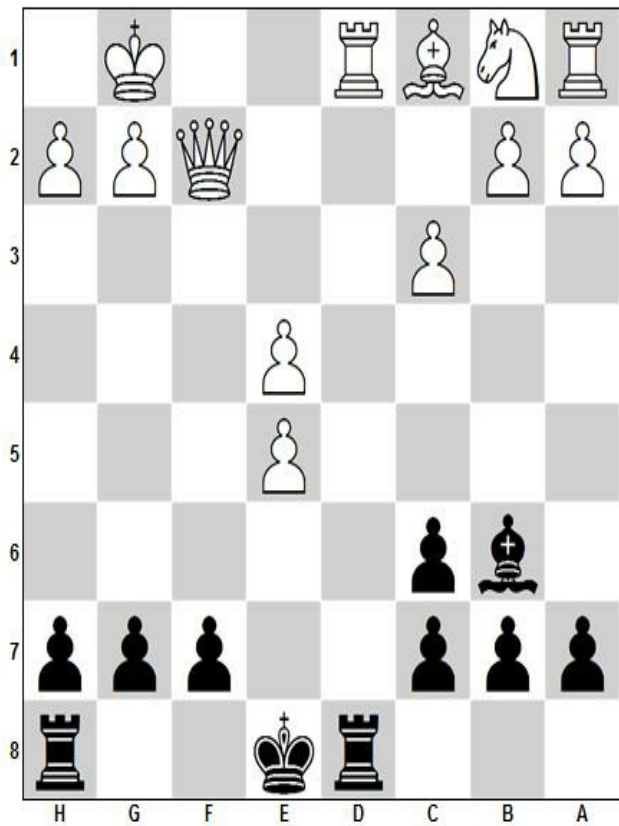
(664) Black to move



26...*Qh1* and there are no safe squares for the white rook to go to.

From the game Ilya Krasik (2191) vs
Navaneetha Ruthramoorthy (2036), MCC
Thanksgiving Swiss, Round 3, November
21, 2006

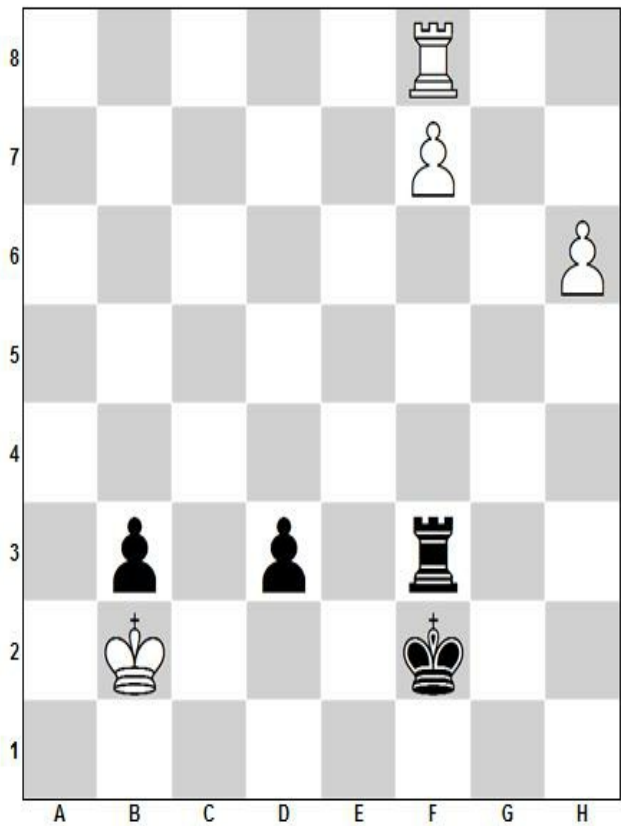
(665) Black to move



14...Rxd1#

From the game Piasprong (1326) –
Brianwall (2116), ICC 4 0 Internet Chess
Club, January 1, 2003

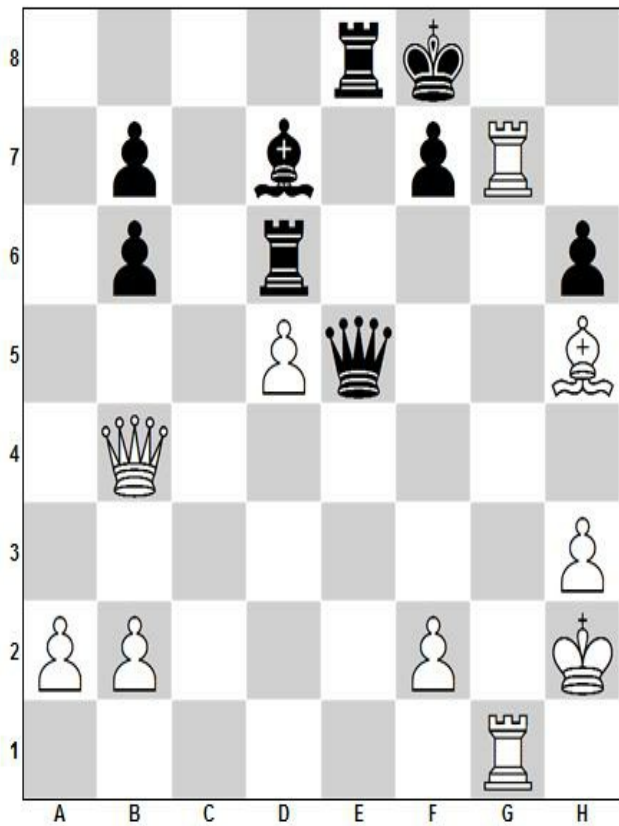
(666) White to move



50.h7 and white will win the pawn race.

From the game David Harris (2106) vs
Gregory Kaden (2010) MCC
Thanksgiving Swiss, Round 2, November
14, 2006.

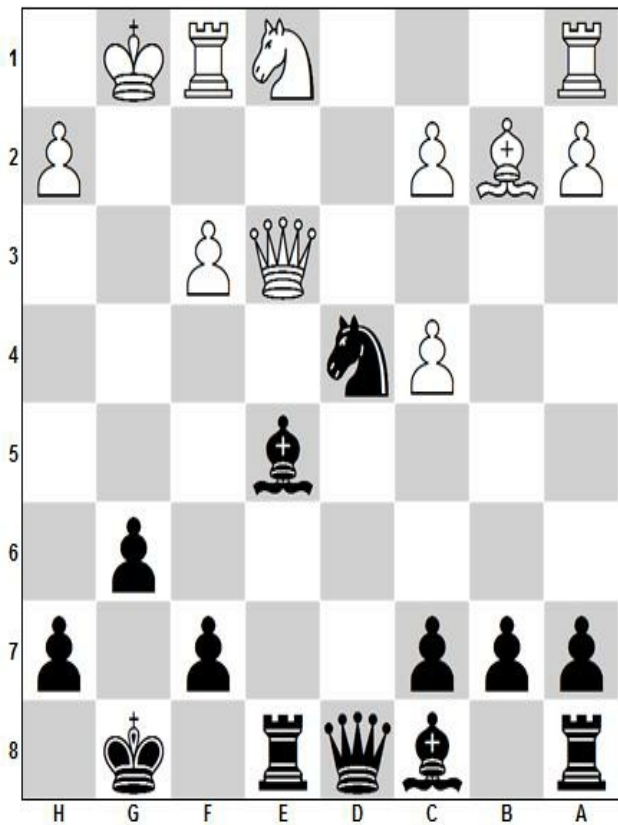
(667) White to move



30.f4 gets White out of check, and attacks the Black Queen who is starting to get overloaded. White wants to play **Rxf7#** Black will have a hard time stopping down all of the threats from White. For example if **30...Qf6 31.Qxb6** and the Black Queen cannot capture White's Queen and continue to guard f7 at the same time.

Variation from the game Joshua Haunstrup (1826) vs Nicholas (1539), Round 1, MCC Thanksgiving Swiss, November 7, 2006.

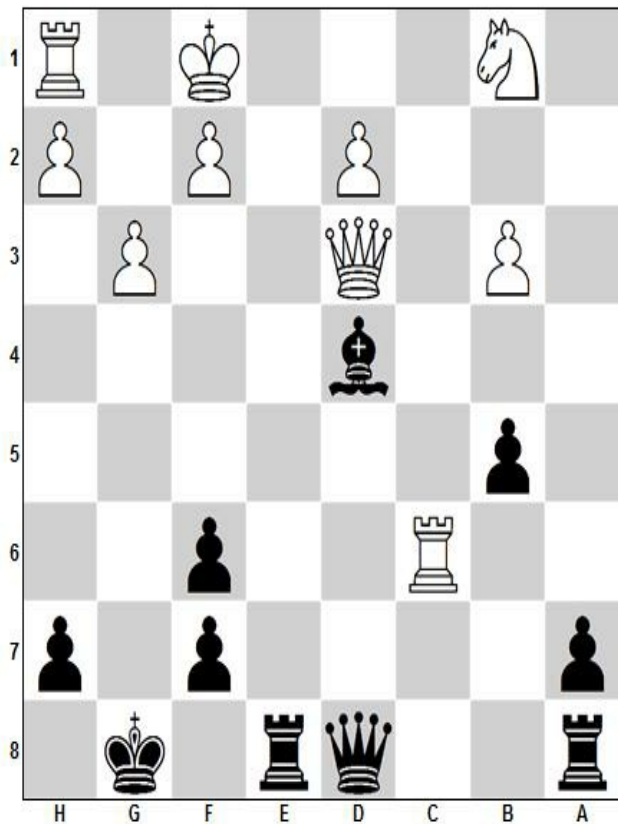
(668) Black to move



18...Bxh2+ discovered attack on the Queen on e3.

Variation from the game Jack Hulton (508) vs Steve Wollkind (871), Round 1, MCC Thanksgiving Swiss, November 7, 2006

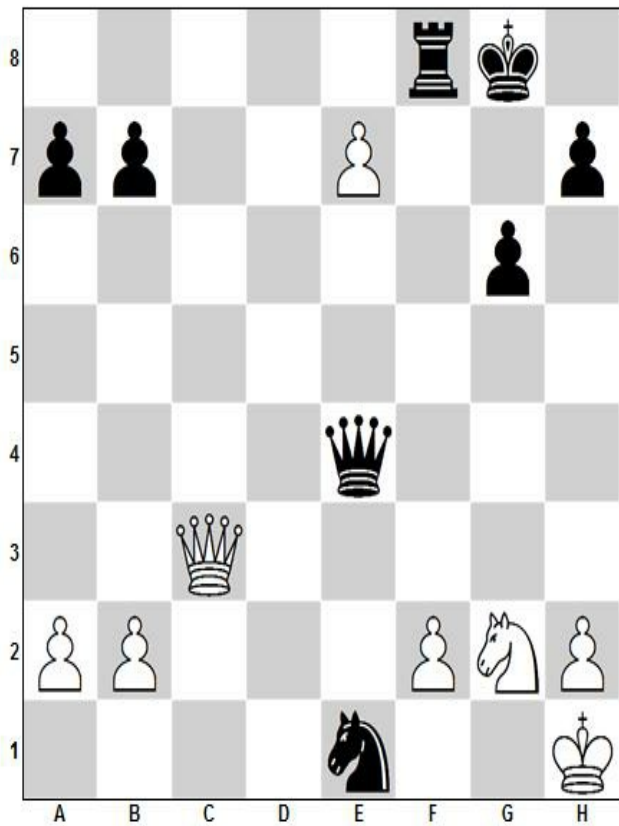
(669) Black to move



20...Qd5 forks the two rooks

From the game Matthew W. Phelps (1653)
vs Navaneetha Ruthramoorthy (2036),
Round 1, MCC Thanksgiving Swiss,
November 7, 2006.

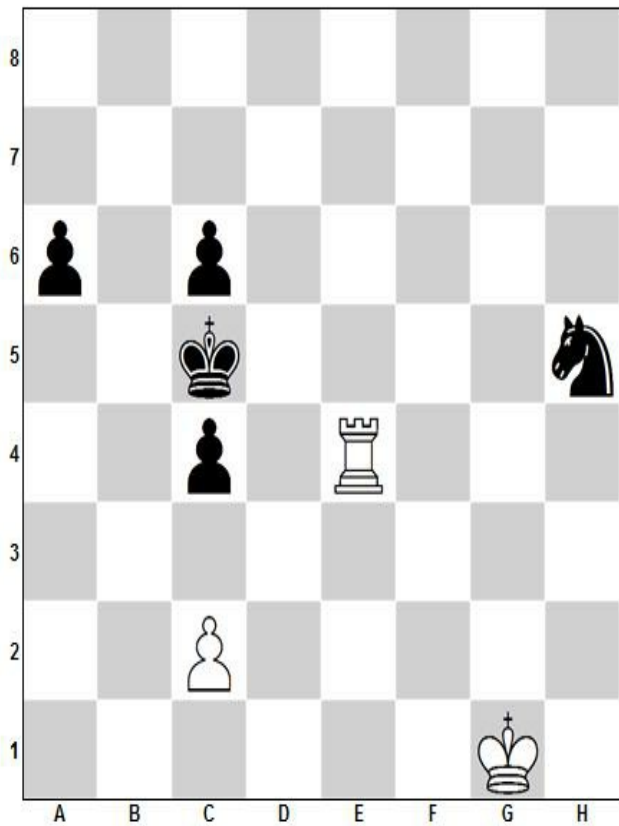
(670) White to move



29.Qh8+!! is the type of move you see in a typical tactics book. White gives up his queen to deflect the Black King, and mate on the next move if Black captures with a promotion to another Queen, **29...Kxh8 30.exf8Q#** . If the King doesn't take, White gets two Queens, and mates a few moves later.

This move was missed in the game Gregory Kaden (2010) – David Harris (2106), MCC Stanley Crowe Memorial, October 10, 2006. In the game White played **29. exf8Q+** which is still winning, but not as beautiful and dramatic.

(671) White to move

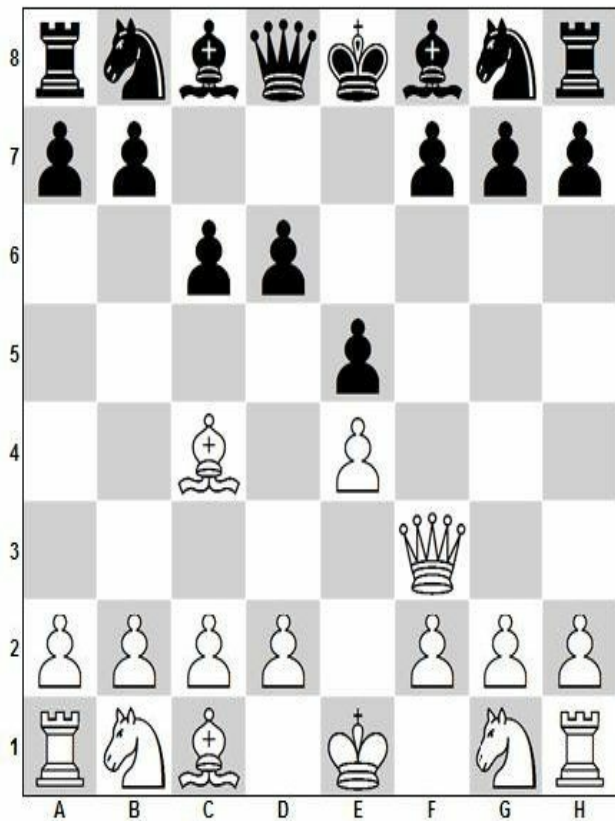


54.Re5+ Forks the King and Knight.

Black had to sacrifice his knight on the previous move, to grab a runaway pawn on h5.

From the game David Harris (2106) vs Christopher Chase (2316), Round 2, MCC Stanley Crowe Memorial 2006, October 10, 2006

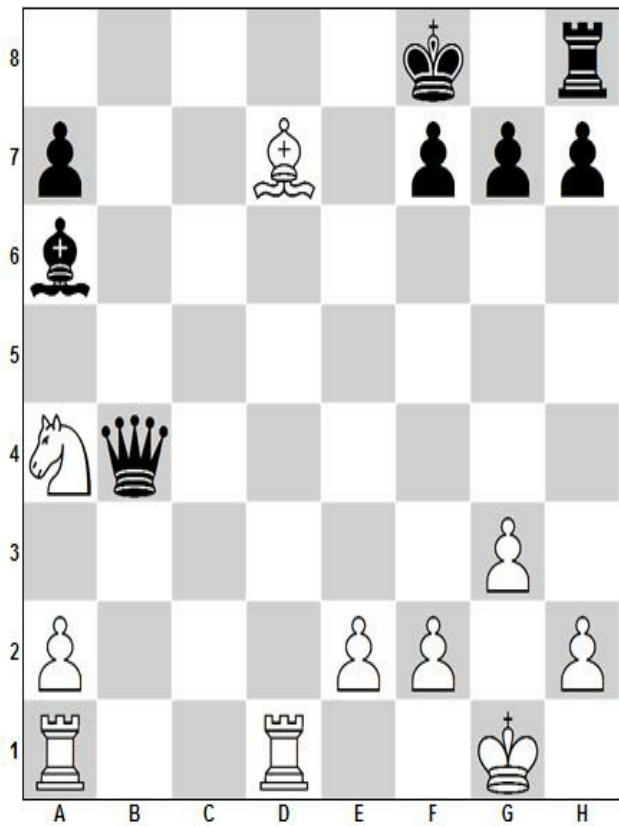
(672) White to move



4.Qxf7# The classic “4 move checkmate”

From the game Alexander Perkins (222) –
Ryan Fick (547), SECF Grand Prix
February, Round 5, February 8, 2009

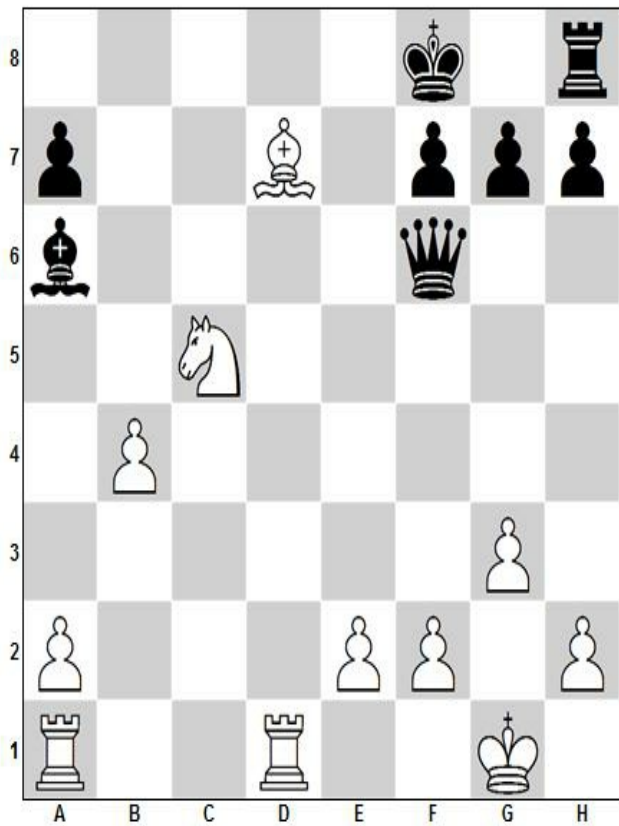
(673) White to move



20. Rab1 kicks the Queen off of the b file.
After the queen moves, **21. Rb8+** skewers
the King and Black Rook on h8, **21...Ke7**
22. Rxh8

Variation from the game David Harris
(2106) vs Larry Eldridge (1835), MCC
Stanley Crowe Memorial, Round 1,
October, 03, 2006.

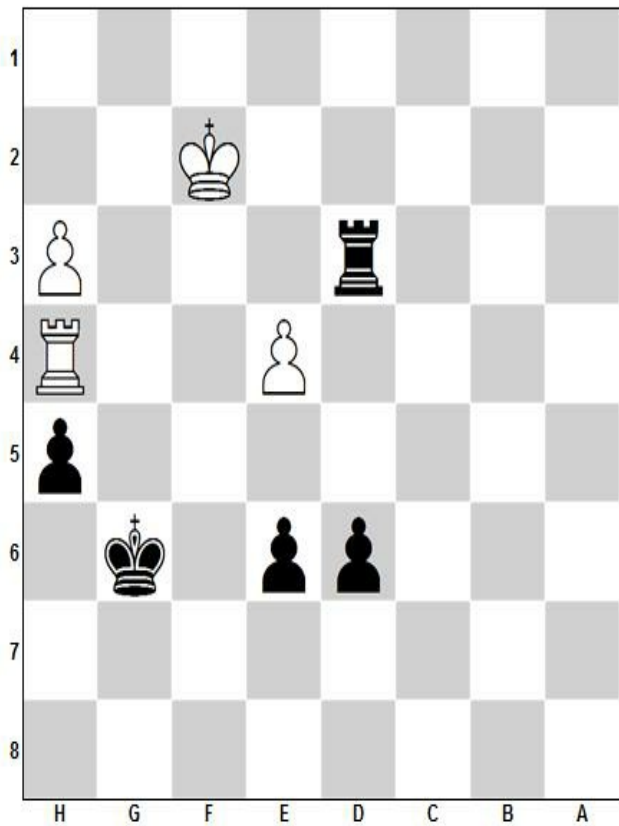
(674) White to move



21.b5 traps the Bishop on a6

From the game David Harris (2106) vs
Larry Eldridge (1835), MCC Stanley
Crowe Memorial, Round 1, October, 03,
2006.

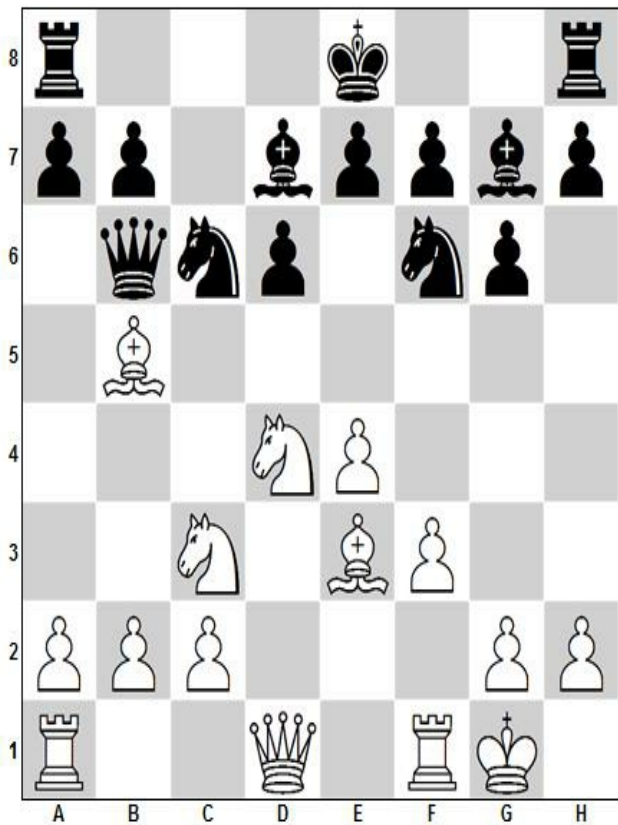
(675) Black to move



46...Kg5 traps the white Rook. The King makes a good offensive weapon in the endgame. Players often turn their “tactics radar” off in the endgame, but this is a mistake.

This move was missed several times in the game Ilya Krasik (2202) vs Denys Shmelov (2222), MCC Summer Vacation Swiss, round 5, August 29, 2006.

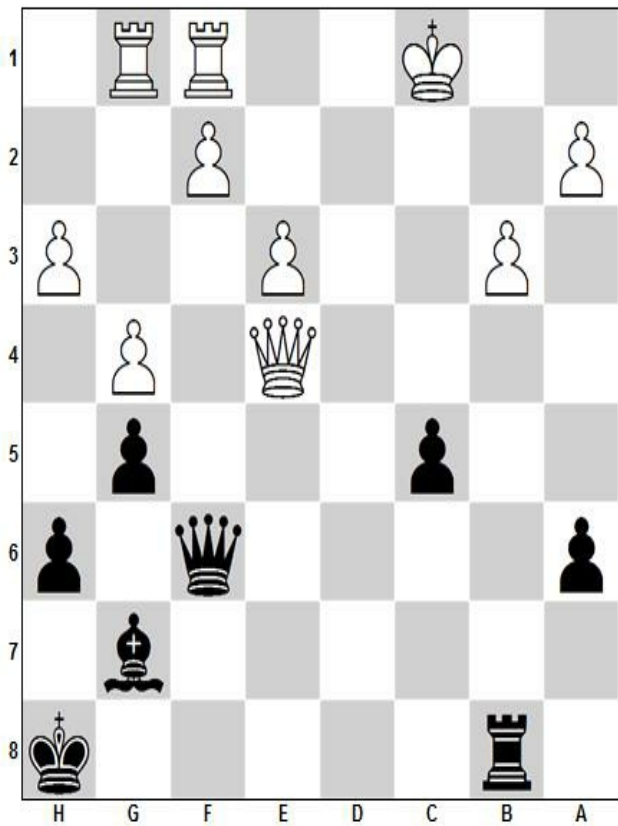
(676) White to move



10.Nf5 discovers an attack on the Black Queen on b6 and the Black Bishop on g7 at the same time.

This move was missed in the game Christine Lung (965) vs William Luft (1378), MCC Summer Vacation, Round 3, August 15, 2006

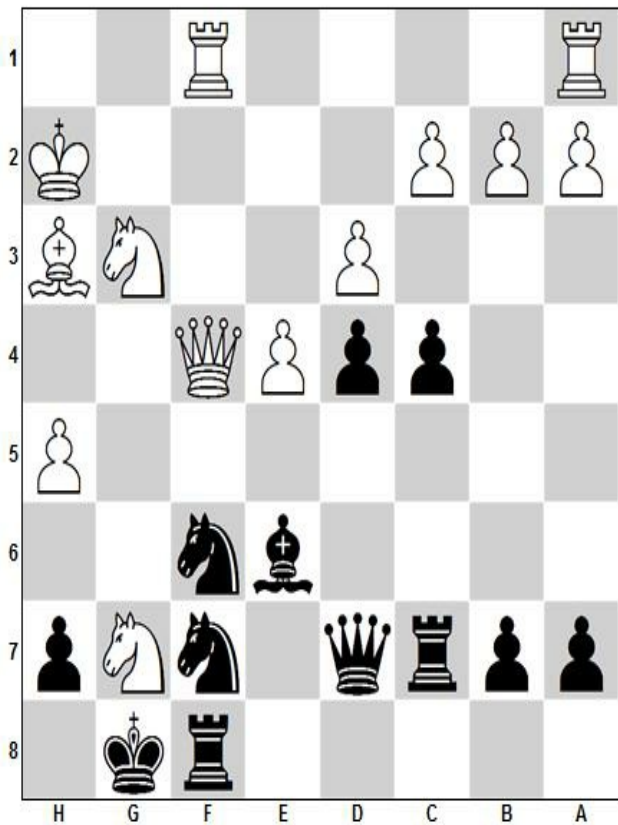
(677) Black to move



29...Qb2+ The dark squares weaker than Popeye without spinach for White. Black mates with **29...Qb2+ 30.Kd1 Rd8+ 31.Qd4 cxd4 32.e4 Rc8 33.Ke1 Rc1#**

From the game Bennett Pellow (1832) – Matthew Phelps (1630), Round 2 MCC Summer Vacation Swiss, August 8, 2006

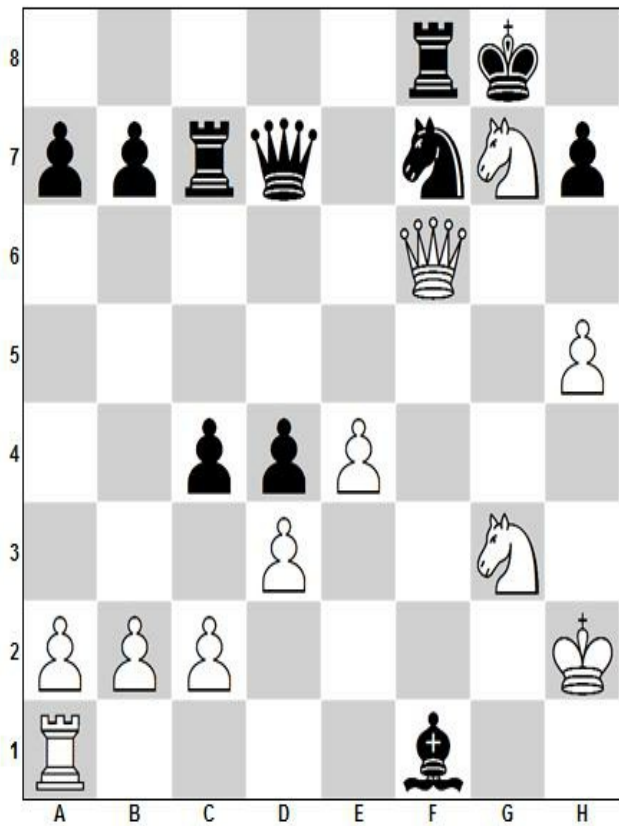
(678) Black to move



26...Bxh3 White just did a sacrifice of the knight on g7, planning to undermine the defense of the knight on f6. The problem is this leaves his bishop on h3 under defended for Black to take. This move also attacks the rook on f1. If **27. Qxf6 Rc6** and the Black Queen cannot protect the Black Knight on f7. Black is now attacking the White Knight on g7 and the White Rook on f1, and cannot save all at the same time. Black wins material.

From the game Denys Shmelov (2222) vs John Chamberlain (2063), MCC-Summer Vacation Swiss, Round 2, August 8, 2006

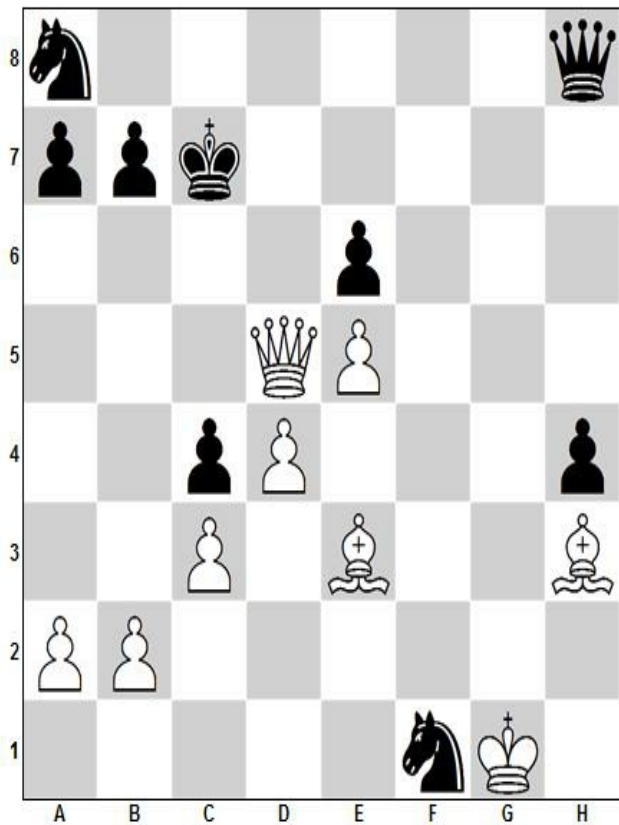
(679) White to move



28. N7f5 clears the way for **29. Qg7#** and also threatens **29. Nh6#** Black cannot meet all of these threats.

From the game Denys Shmelov (2222) vs John Chamberlain (2063), MCC-Summer Vacation Swiss, Round 2, August 8, 2006

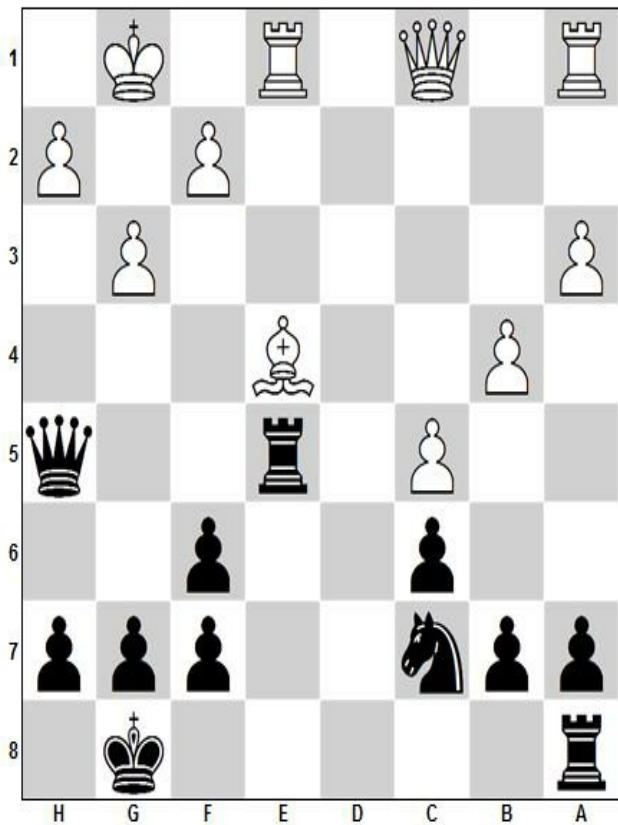
(680) White to move



35. Qd6+ White sacrificed material to build this mating net, and finishes it off with **35. Qd6+ Kc8** (only move) **36. Bxe6#** ruining Black's "summer vacation"

From the game John Chamberlain (2063) vs Mark Kaprielian (1754) MCC Summer Vacation, Round 1, August 01, 2006.

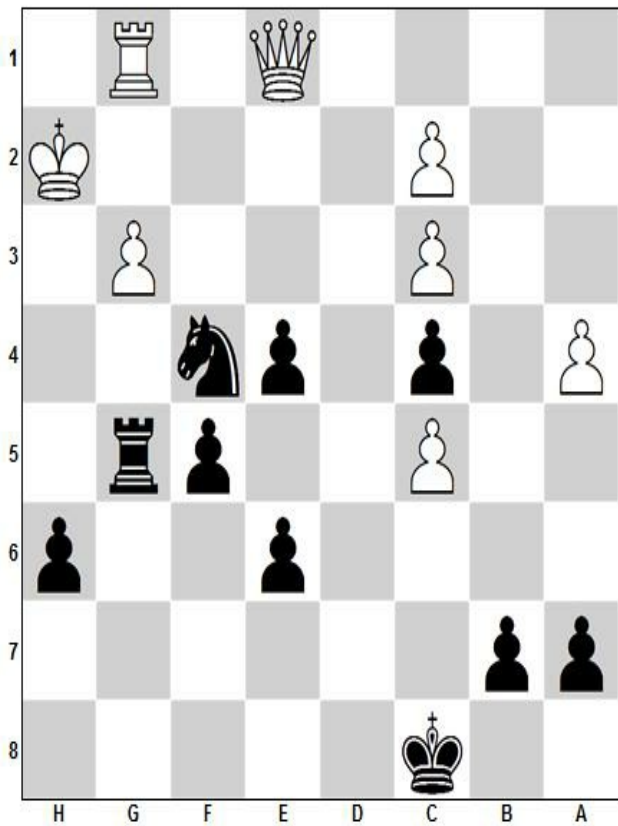
(681) Black to move



19...Rae8 adds a second attacker to the bishop on e4. This bishop is “threat pinned”, which is a term coined by Life Master Joel Johnson. The bishop can’t move because of ...Rxe1+ forking the King and Queen. Black can play f5 on the next move to take advantage of this pin.

From the game Paul Alan Mishkin (1850) vs David Harris (2127) MCC Summer Vacation Swiss, Round 1, August 1, 2006.

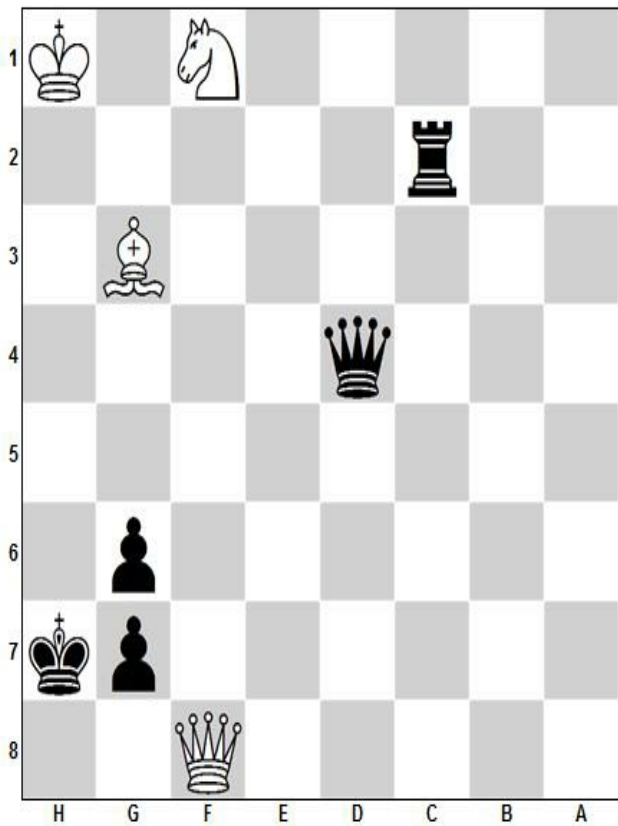
(682) Black to move



35...Rh5# and white is mated, with a sideways back rank mate.

Variation from the game Gary R. Point (1932) vs Denys Shmelov (2222) MCC Summer Vacation Swiss, Round 1, August 1, 2006.

(683) Black to move



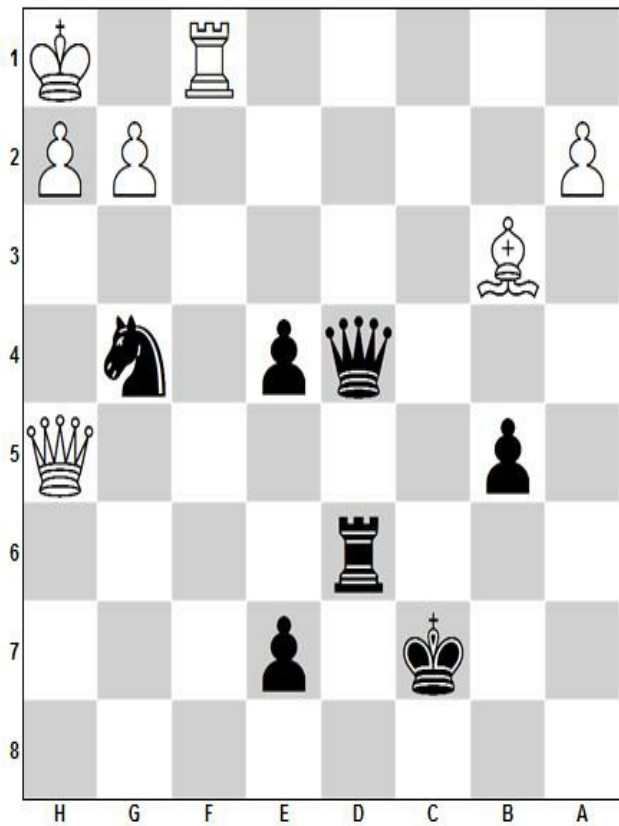
64...Qe4+ and mate to follow

65.Qf3 Qxf3+ 66.Kg1 Qg2#

65.Kg1 Qg2#

From the game Denys Shmelov (2243) –
David Harris (2105) MCC Independence
Swiss, Round 4, July 25, 2006

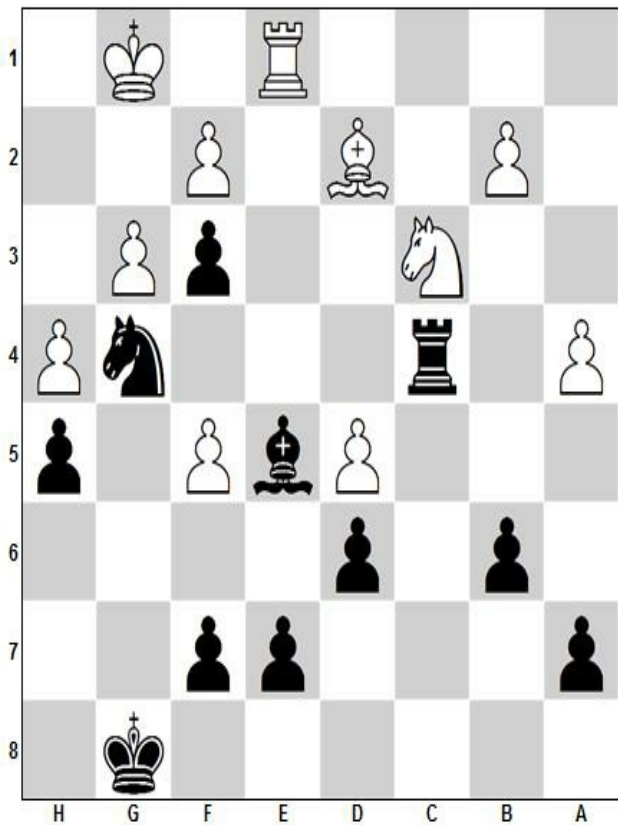
(684) Black to move



35...Nf2+ leads to an attractive mate **36. Rxf2 Qa1+ 37.Bd1 Rxd1 38. Qxd1 Qxd1 39. Rf1 Qxf1#** or the “Philador’s Legacy” with **36. Kg1 Nh3+ 37. Kh1 Qg1+ 38. Rxd1 Nf2#** smothered mate.

Variation from the game John Chamberlain (2076) vs Paul Alan Mishkin (1800) MCC Independence Swiss, Round 3, July 18, 2006.

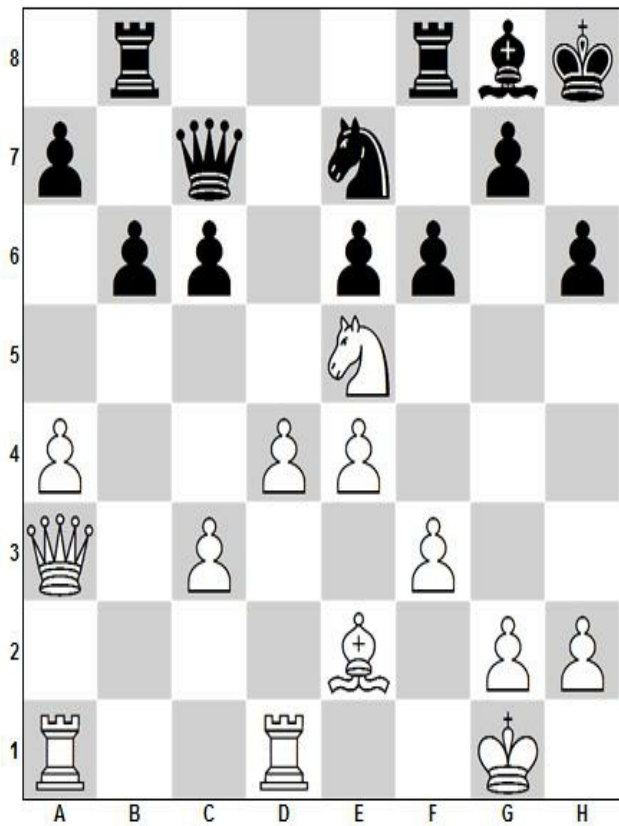
(685) Black to move



30...Bxg3 if **31. fxg3 f2+** forks the King and Rook. Pawn forks like this can be hard to spot.

From the game David Plotkin (1892) vs David Harris (2105) MCC Independence Swiss, Round 3, July 18, 2006.

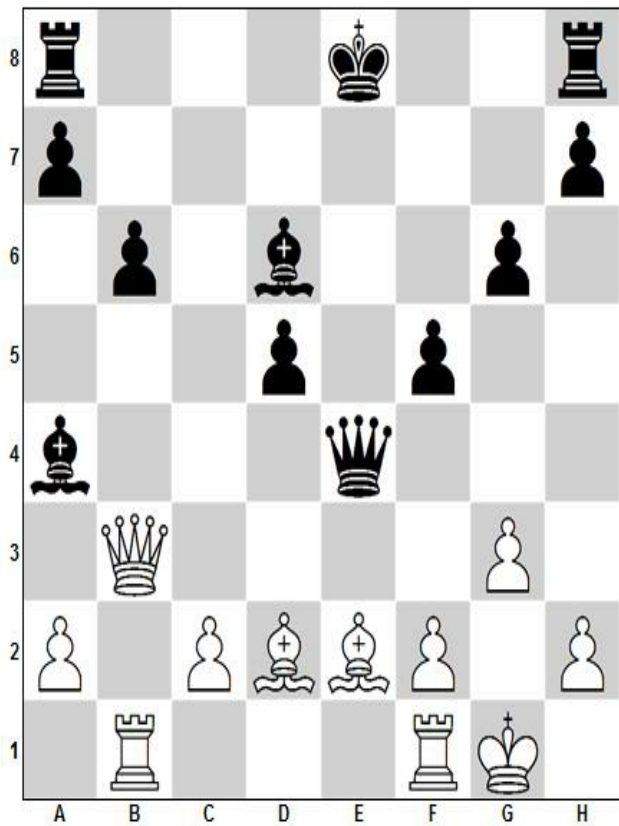
(686) White to move



22. *Qxe7* wins a piece – if **22... *Qxe7*** **23. *Ng6***+ forks the King and Queen

From the game Denys Shmelov (2243) vs
John Chamberlain (2076) MCC
Independence Swiss, Round 2, July 11,
2006.

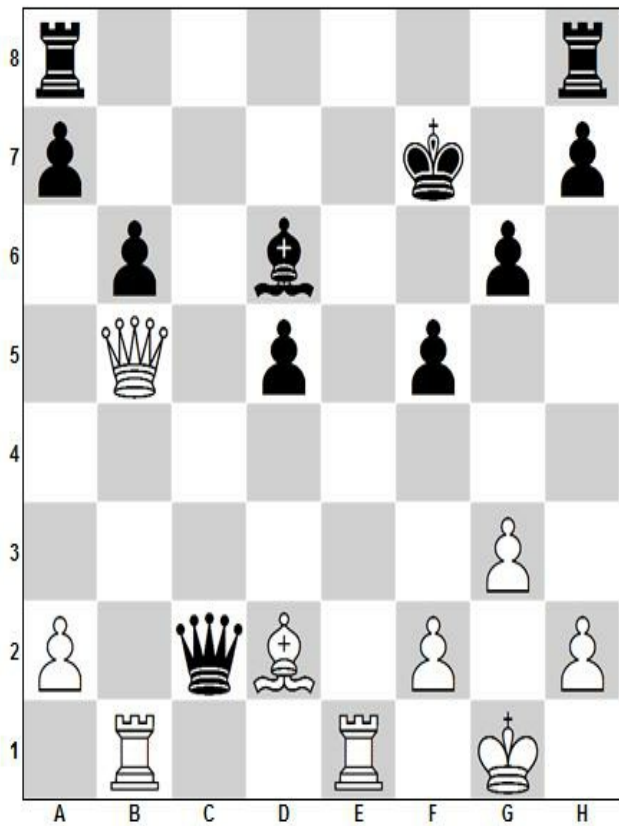
(687) White to move



20.Bb5+ This nice move accomplishes several things – it deflects and attacks the Black Bishop that is on a4 attacking the Queen on b3 (with check), and clears the e file, preparing the move Rfe1 pinning the Queen to the King. Black cannot deal with all these threats at the same time, and will lose material.

From the game John Chamberlain (2076)
- Edward Astrachan (1850), Round 1,
July 4, 2006 MCC Independence Swiss
2006

(688) White to move



23. Qd7+ White ignores the threat to his own bishop, which is under attack, and goes on the offense with 23. Qd7+ which forks the Black King and Bishop. The Bishop cannot block the check because the e7 square is also attacked by the Rook on e1. Fritz 13 points out several forced mates

1. +- (#5): 23...Kg8 24.Bh6 Qc7 25.Re8+ Bf8 26.Qxd5+ Qf7 27.Rxa8 Qxd5 28.Rxf8#

2. +- (#3): 23...Be7 24.Rxe7+ Kg8 25.Qxd5+ Kf8 26.Qf7#

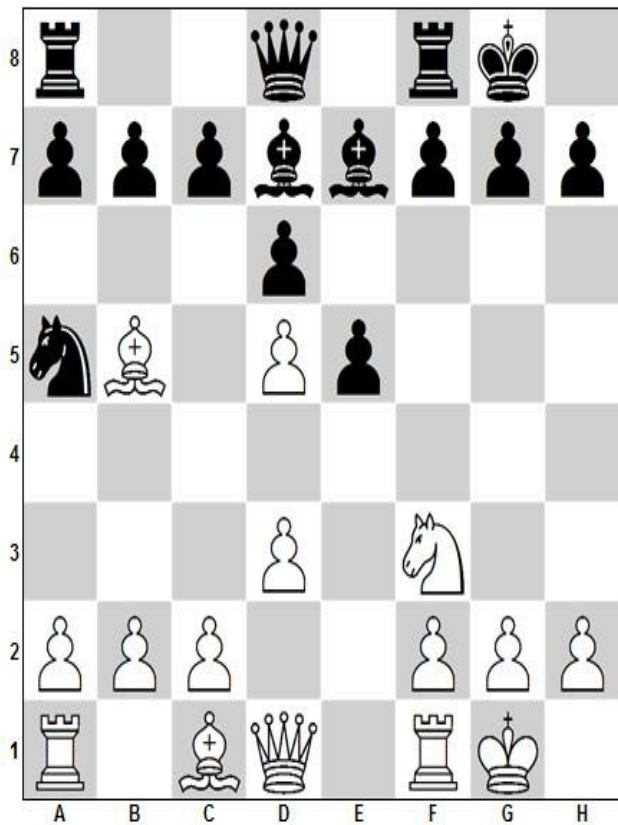
3. +- (#2): 23...Kf8 24.Bh6+ Kg8

25.Qe6#

4. +- (#1): 23...Kf6 24.Re6#

From the game John Chamberlain (2076)
- Edward Astrachan (1850), Round 1,
July 4, 2006 MCC Independence Swiss
2006

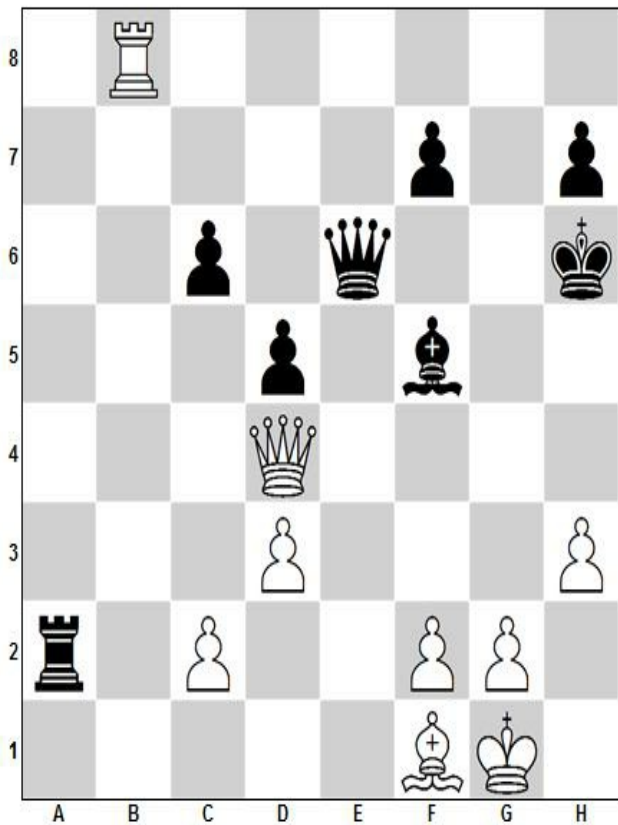
(689) White to move



10. Bxd7 White wants to play b4 to trap the knight, but needs to liquidate the Bishop first. After **10. Bxd7 Qxd7 11. b4** traps the knight. Knights on the rim are vulnerable to being trapped, because they have so few escape squares.

This move was missed in the game Joseph Murphy (822) vs Sam Giler (1212) MCC Summer Solstice Swiss, Round 1, June 6, 2006 and White went on to lose the game.

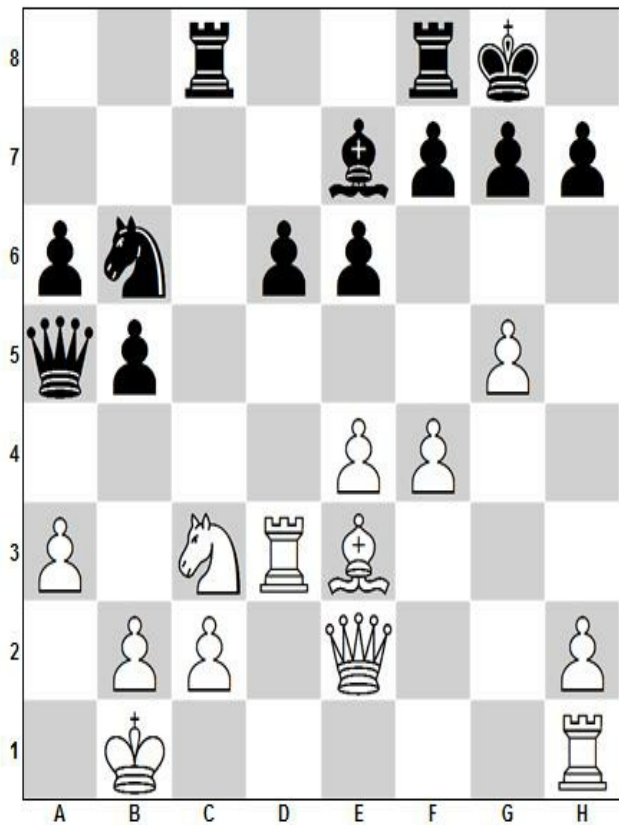
(690) White to move



33.Rg8 cuts off the Black King, brings another attacker in, and threatens mate with Qh4. Fritz 13 points out a forced mate after **33.Rg8 Kh5 34.g4+ Bxg4 35.hxg4+ Kh4 36.Qf4 Qg6 37.g5+ Kh5 38.Be2#** (although I didn't expect you to see this)

From the game David Harris (2116) – Jacob K. Wamala (2080), MCC Club Championship Round 5, May 30, 2006

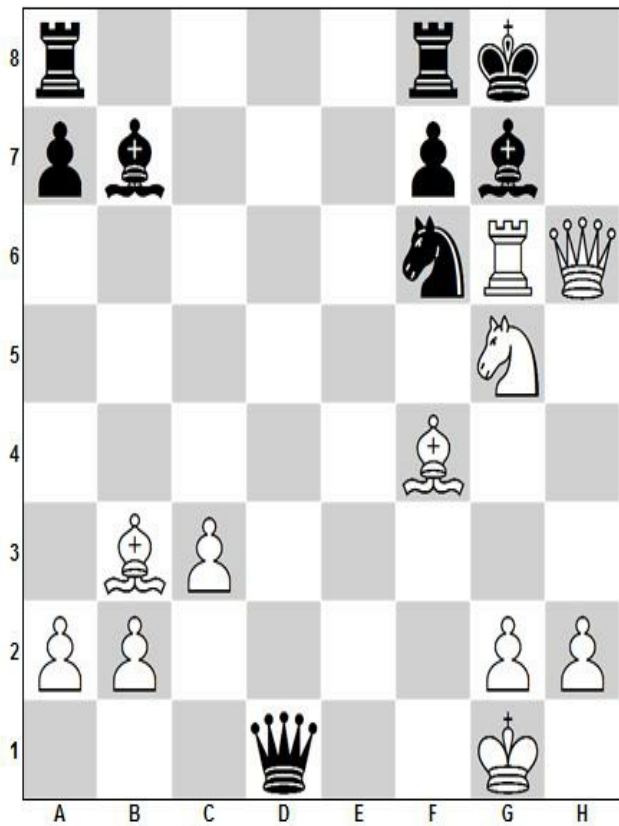
(691) White to move



19.b4 traps the queen like R. Kelly in the closet. Black played **18...Nb6??** on the previous move helpmating his own Queen. Even 2000+ rated players make these types of mistakes.

From the game Igor Foygel (2554) vs John Chamberlain (2082) MCC Club Championship, Round 4, May 24, 2006.

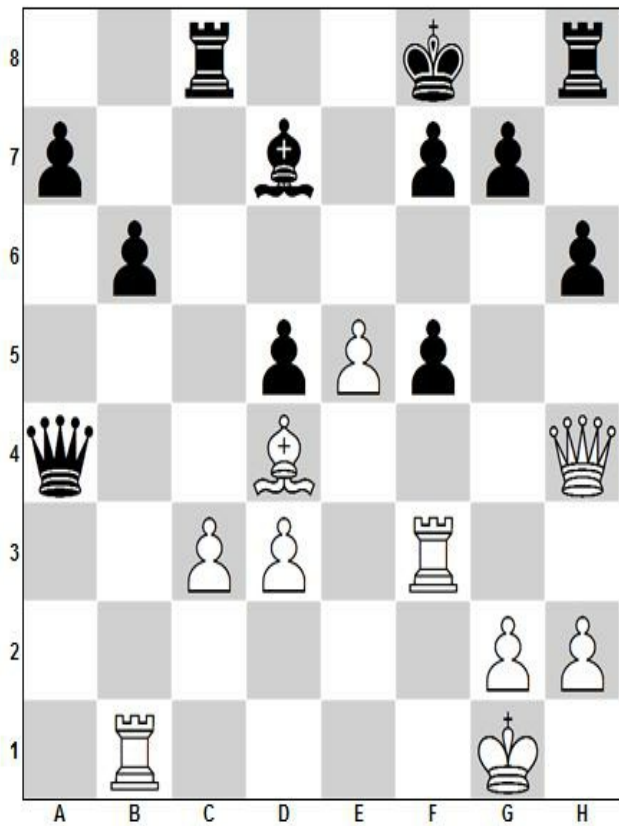
(692) White to move



30.Bxd1 The obvious way to get out of check, and White will mate soon after
30.Bxd1 fxg6 31.Bb3+ Bd5 32.Bxd5+ Rf7 33.Bxf7+ Kf8 34.Bd6#

From the game Petr Jirovsky Benjamin
Goldberg MCC May Anniversary Swiss,
Round 3, May 16, 2006

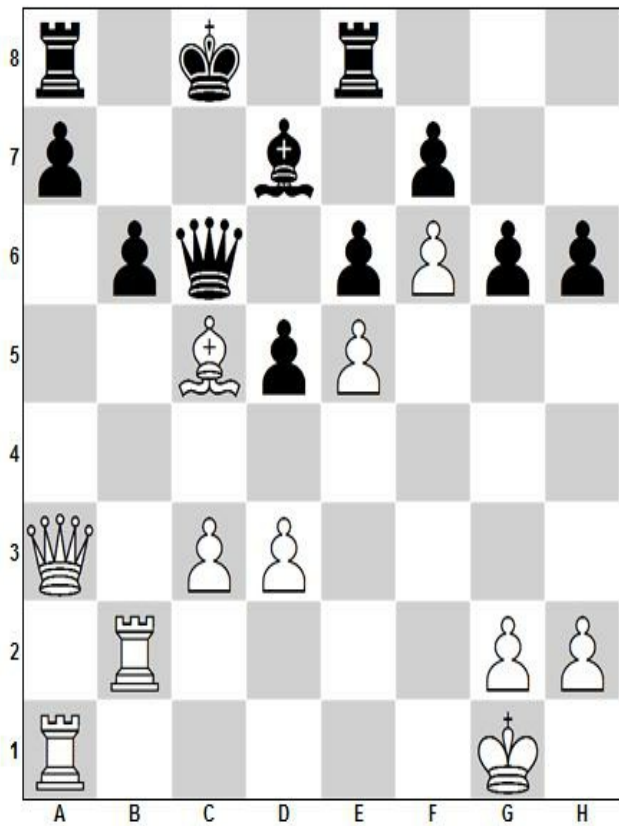
(693) White to move



23.e6 is a discovered attack. If **23...Bxe6**
24. Bxg7 Kxg7 25. Qxa4.

Variation from the game David Harris
(2130) vs Derek Slater (2049) MCC
Valentine Swiss Round 4, February 2,
2006

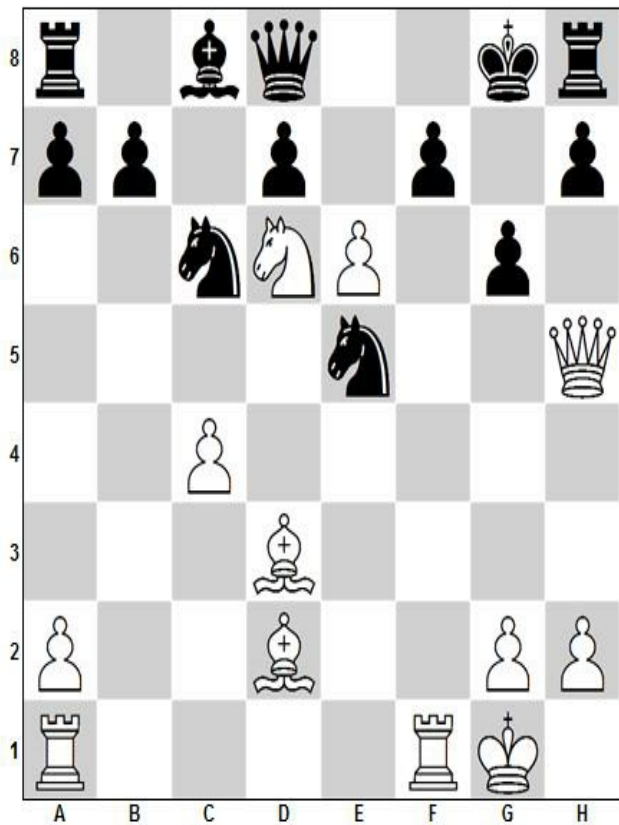
(694) White to move



36.Bxb6 wins a pawn that appears to be defended. The a pawn is pinned to the rook on a8, and the queen cannot capture because of Rxb6.

From the game David Harris (2130) vs
Derek Slater (2049) MCC Valentine
Swiss Round 4, February 2, 2006

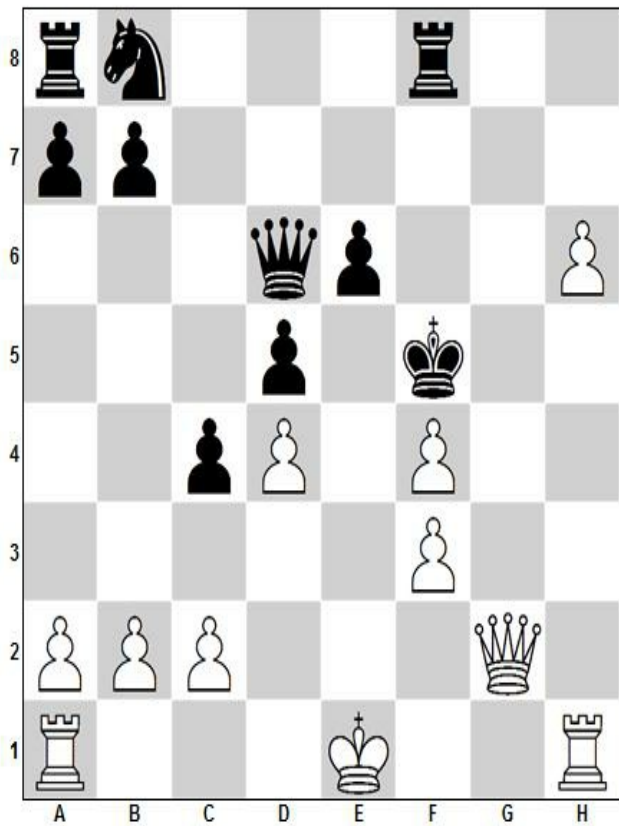
(695) White to move



19.exf7+ On the previous move black played **18...g6** hoping to kick the Queen, but **19. exf7+** ignores this threat, and causes problems for the Black King. The f7 square is attacked 3 times and only defended twice. Always be on the lookout for ways that you can attack instead of doing an automatic retreat.

From the game Joshua Haunstrup (1699) vs Ethan Thompson (1672) MCC Valentine Swiss, round 4, February 02, 2006.

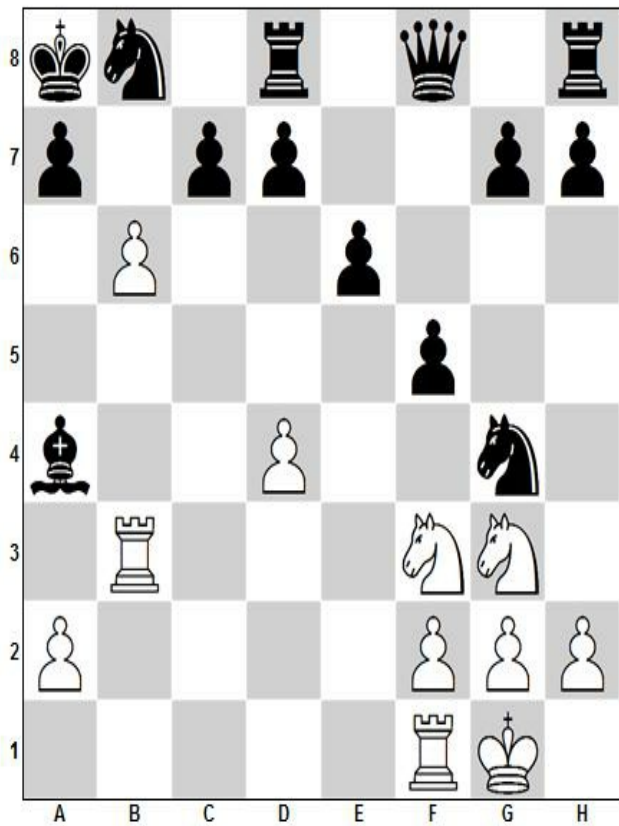
(696) White to move



24.Qg5#

Variation from the game John
Chamberlain (2081) vs David Harris
(2112) MCC Winter Warmer Swiss
January 17, 2006

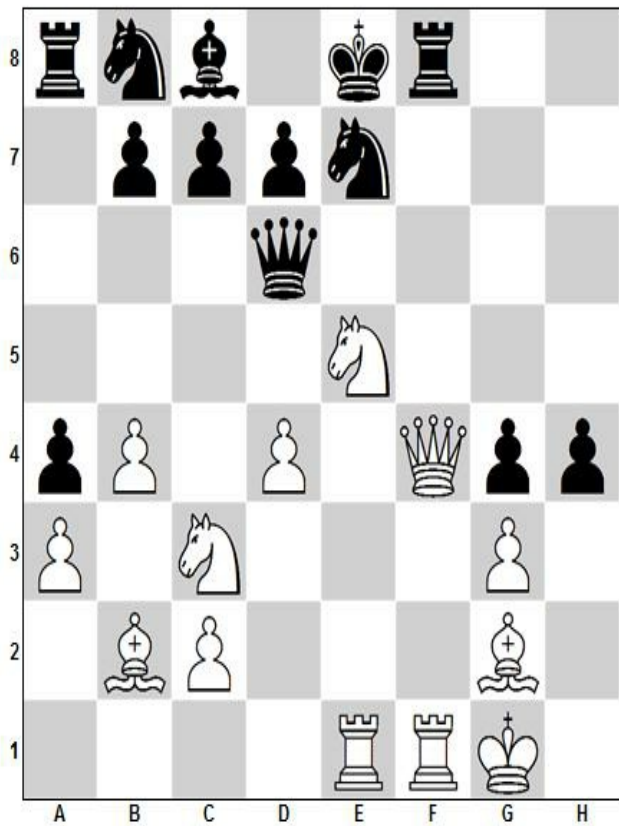
(697) White to move



24.b7#

Variation from the game John
Chamberlain (2081) vs David Harris
(2112) MCC Winter Warmer Swiss
January 17, 2006

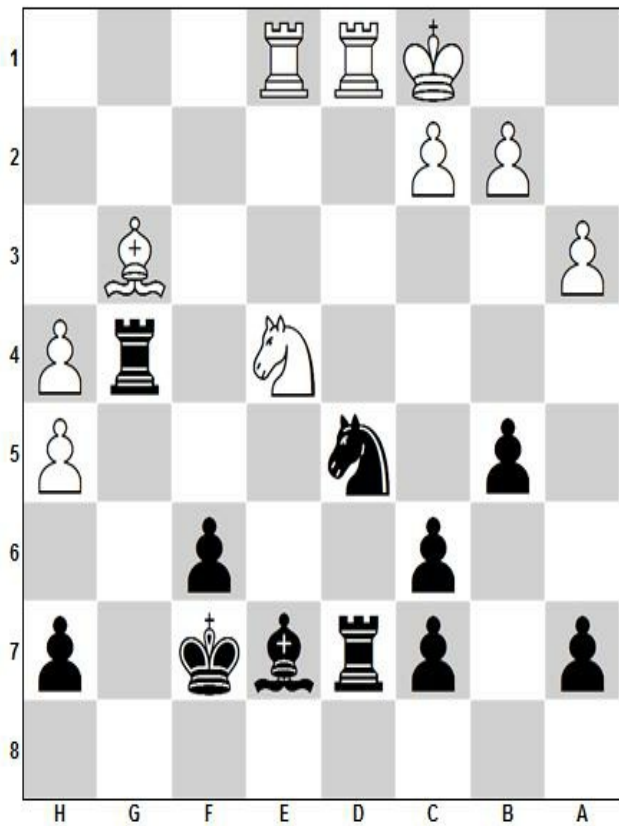
(698) White to move



22. Qxf8# Black wasted a lot of time in this game making pawn moves, and losing tempi with his queen, instead of developing and getting his king to safety.

From the game TimmyBx vs David Hopkins Ladder redhotpawn.com Feb 2011.

(699) Black to move

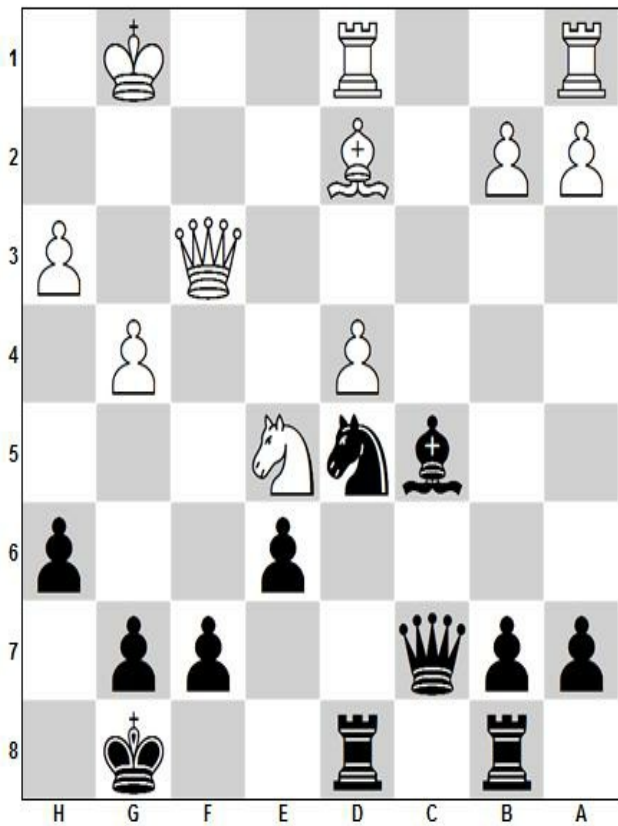


25...f5



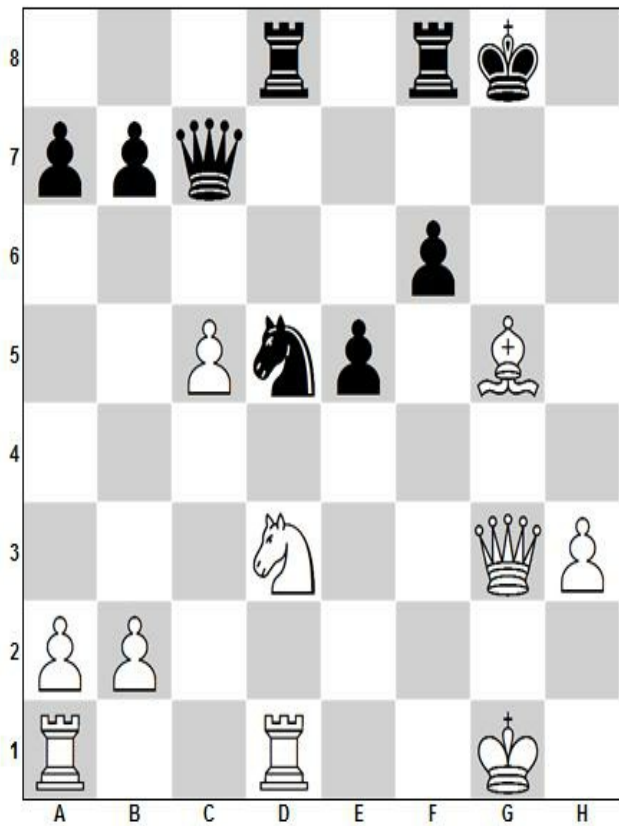
**Problems
700-799**

(700) Black to move



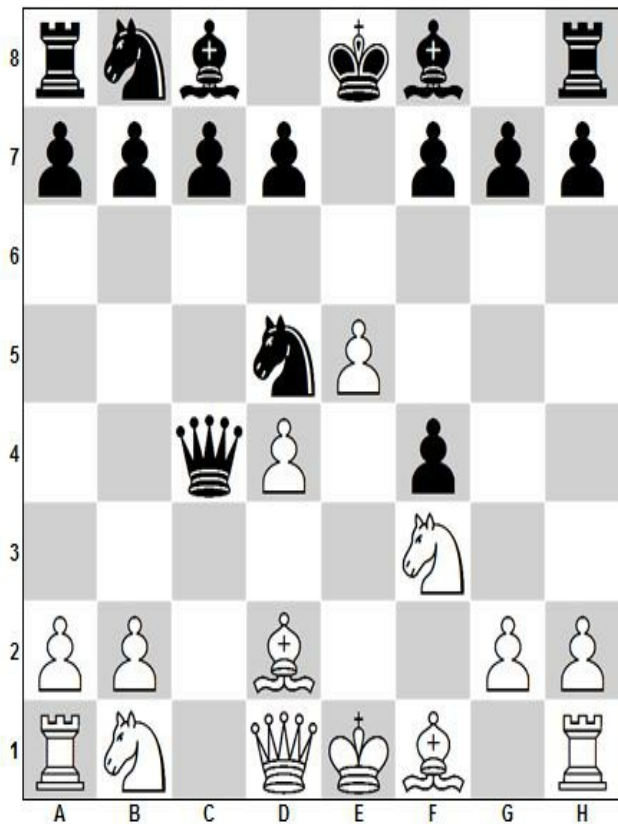
22...*Bxd4*+

(701) White to move



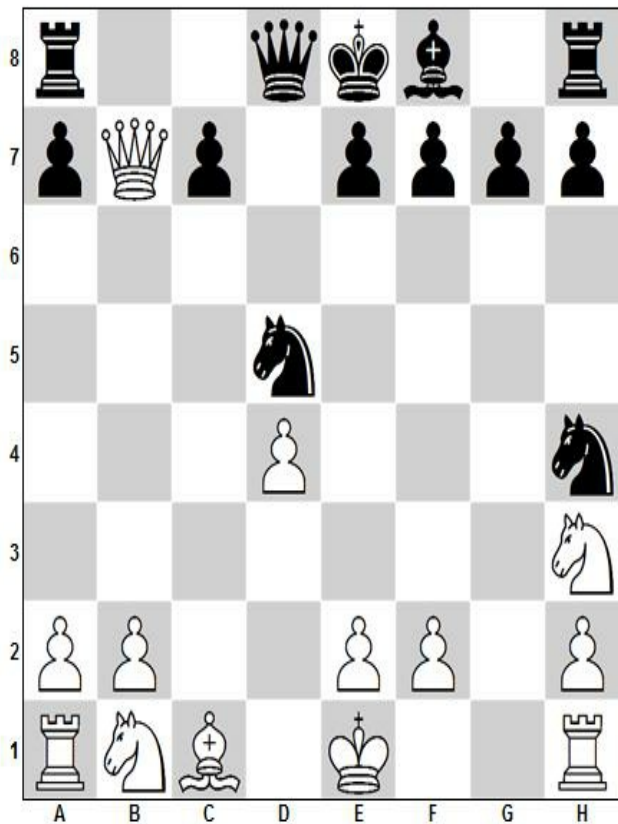
29. *Bxf6+*

(702) White to move



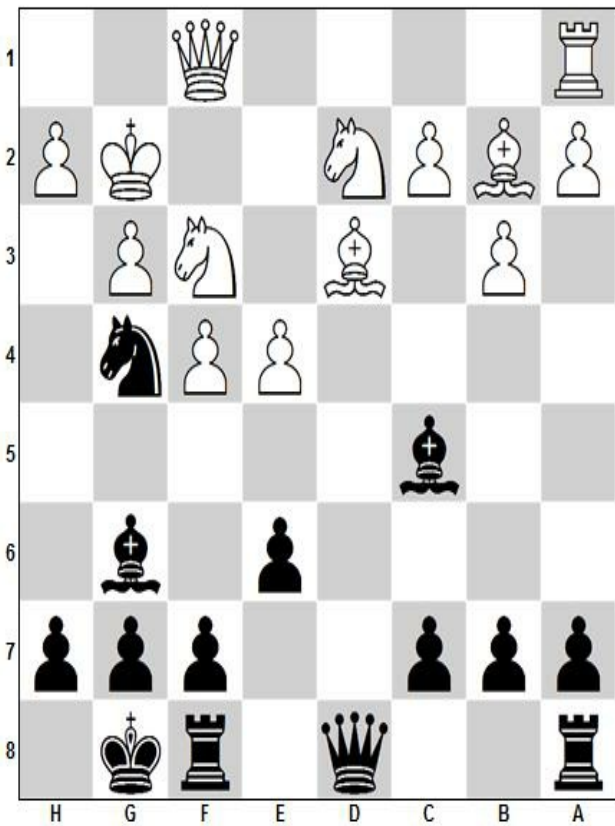
8.Bxc4

(703) White to move



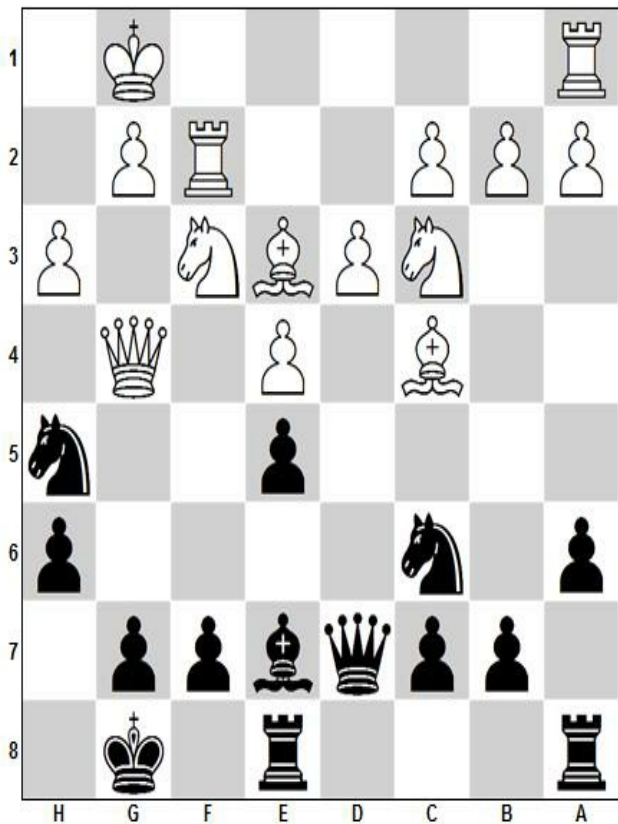
10.Qc6+

(704) Black to move



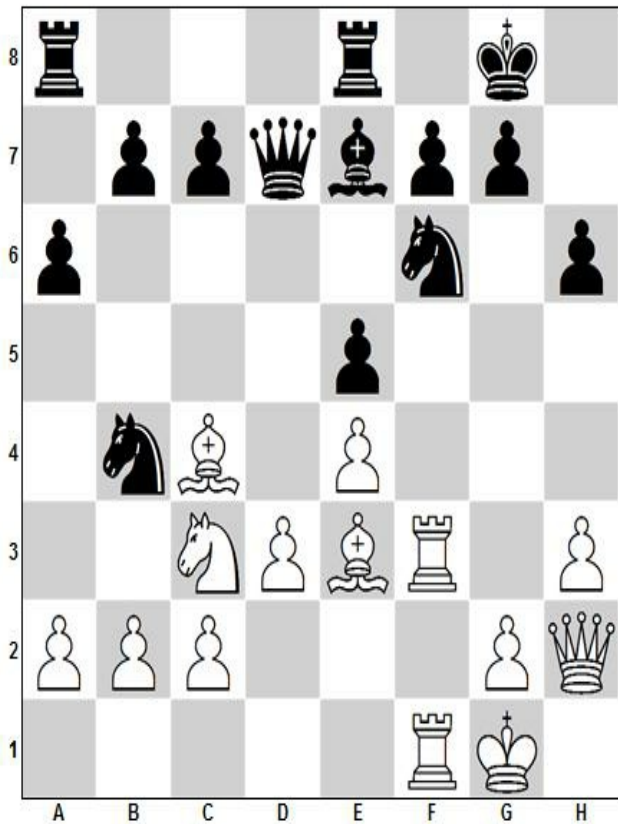
17...Ne3+

(705) Black to move



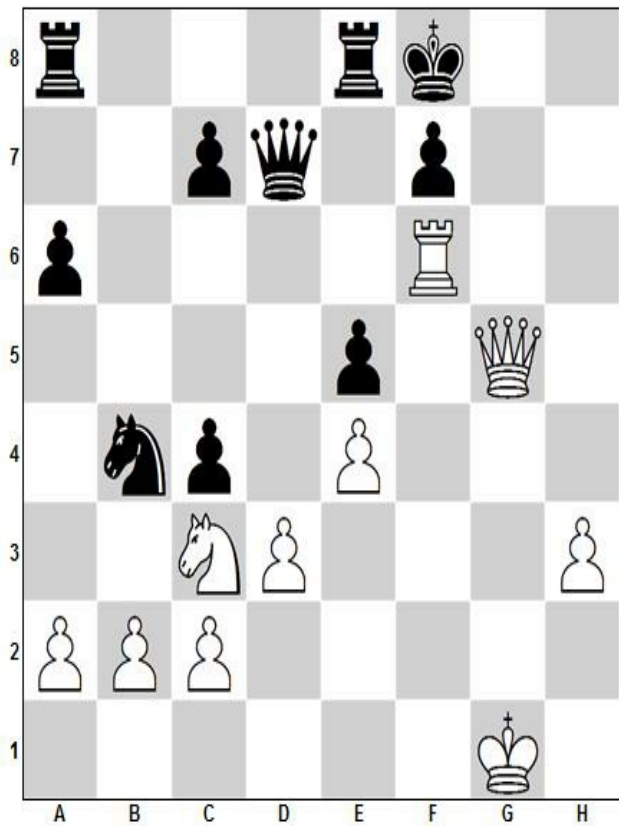
14...Qxg4

(706) White to move



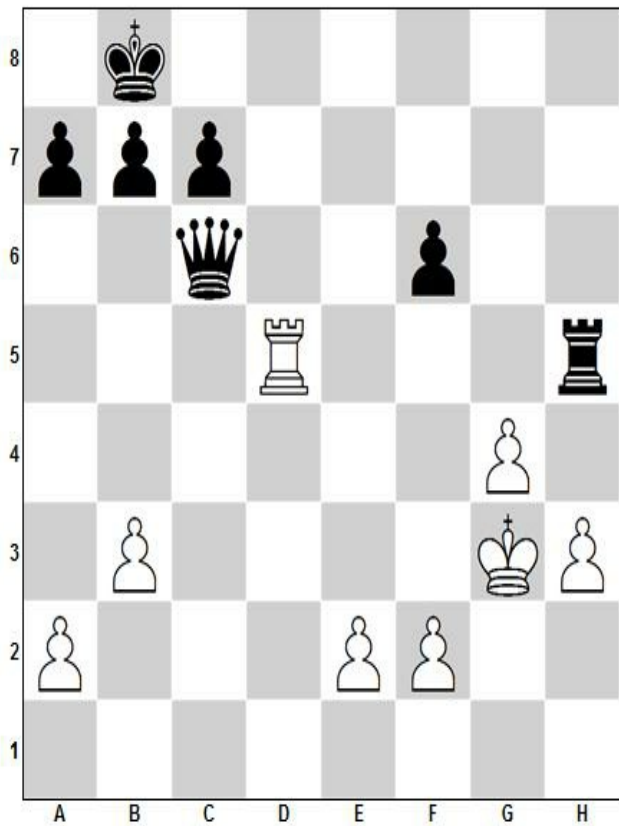
17.Qg3

(707) White to move



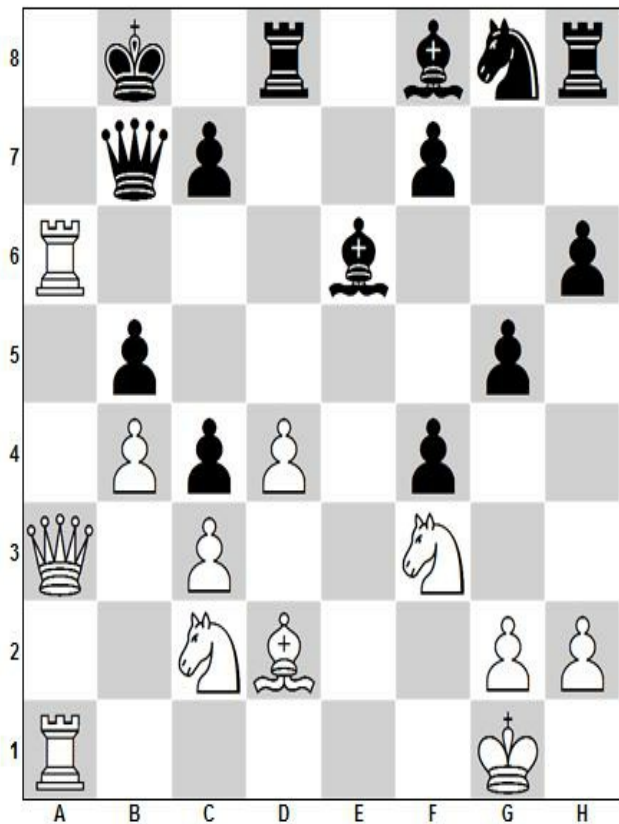
25.Rh6

(708) White to move



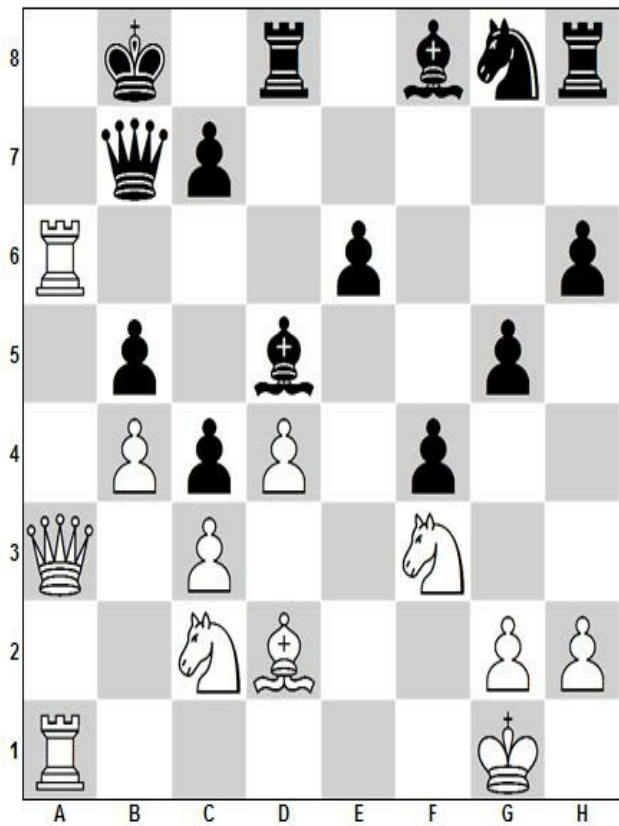
30.Rd8#

(709) White to move



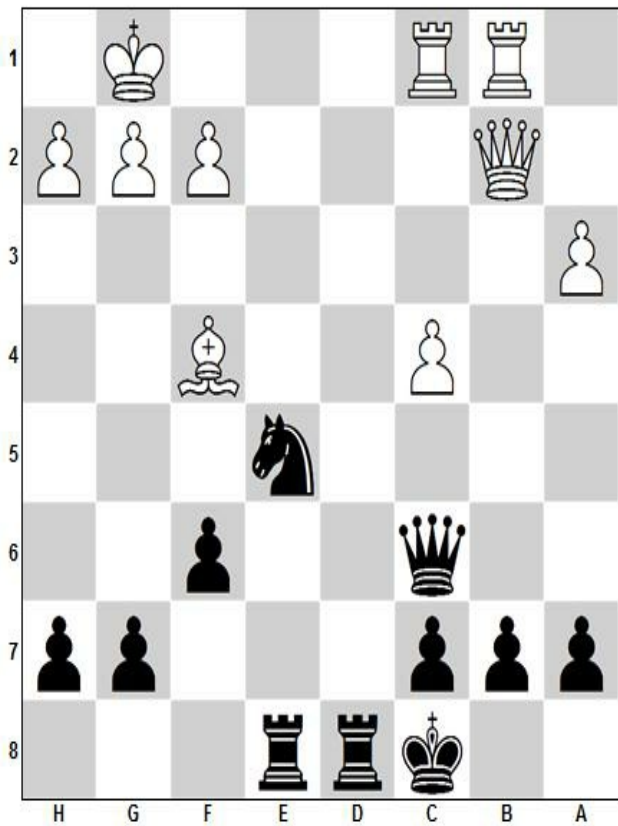
24.Ra8+

(710) White to move



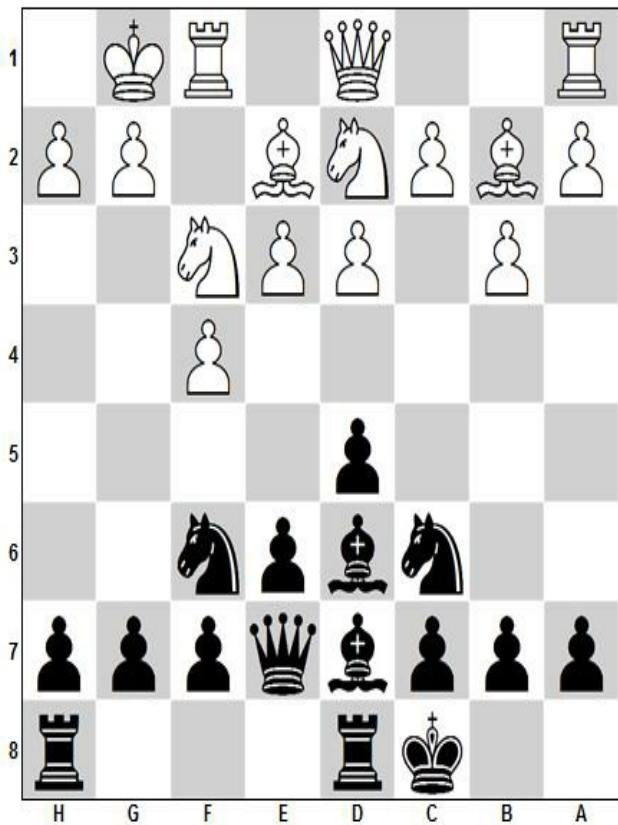
24.Ra7

(711) Black to move



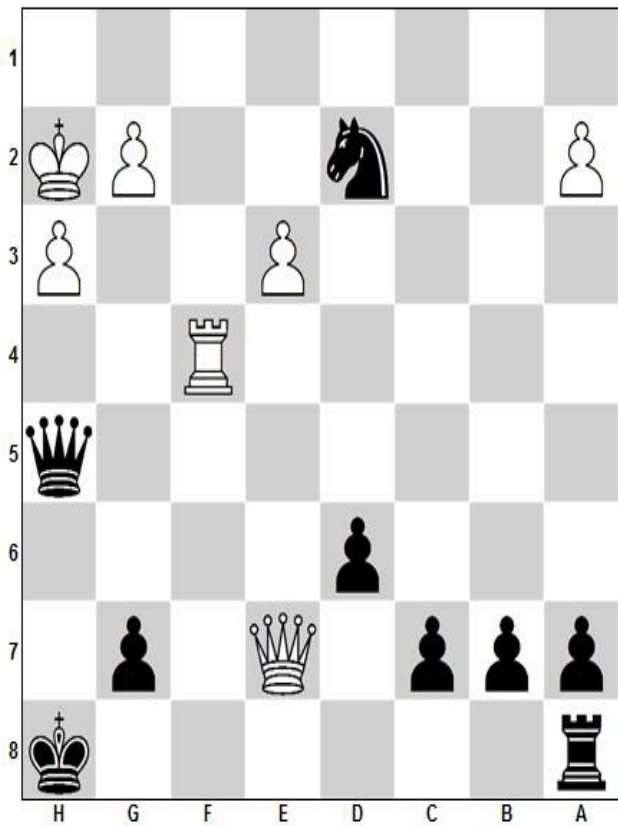
19...Nd3

(712) Black to move



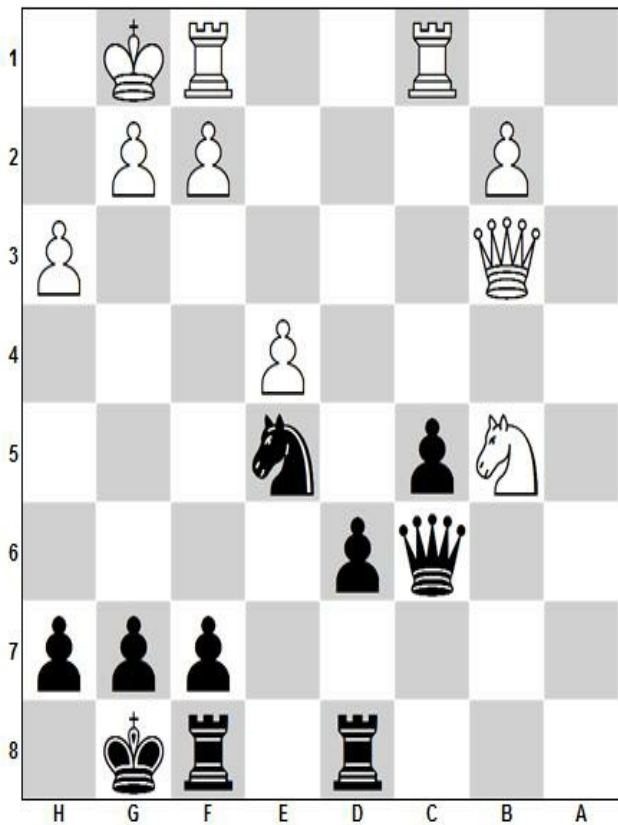
9...Ng4

(713) Black to move



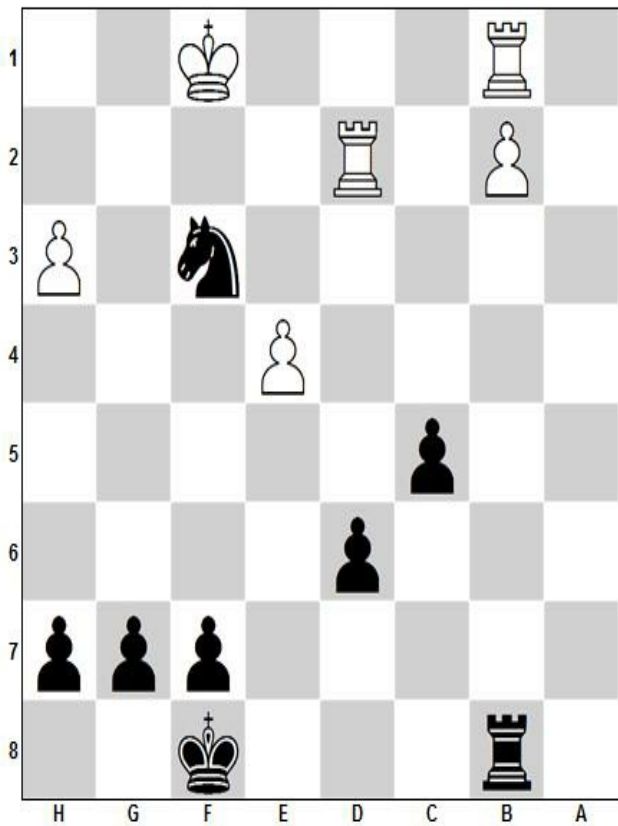
29...*Qe5*

(714) Black to move



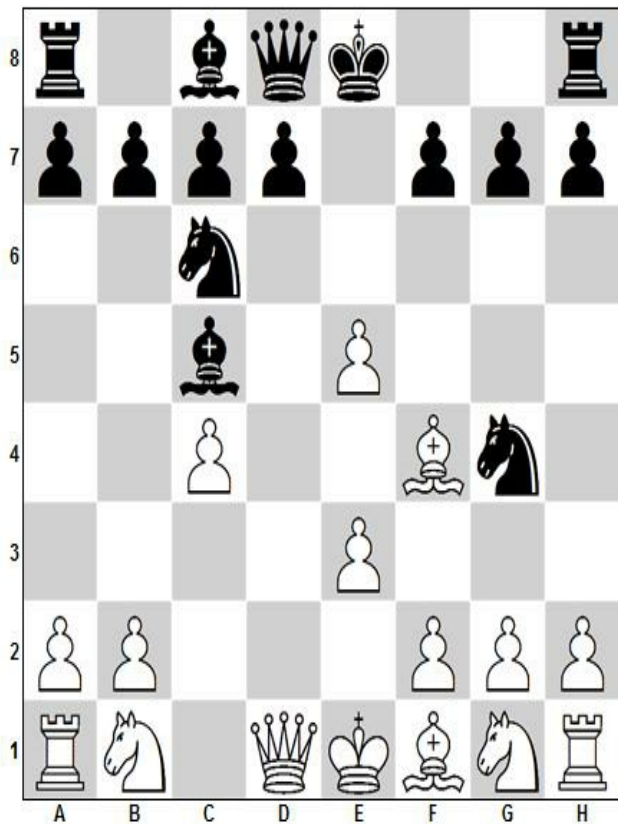
26...*Rb8*

(715) Black to move



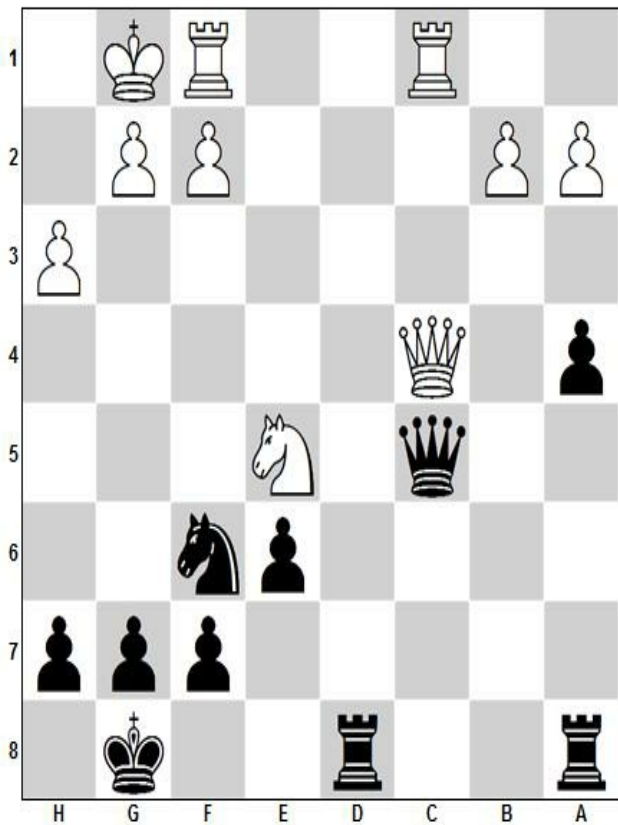
34... $Nxd2+$

(716) White to move



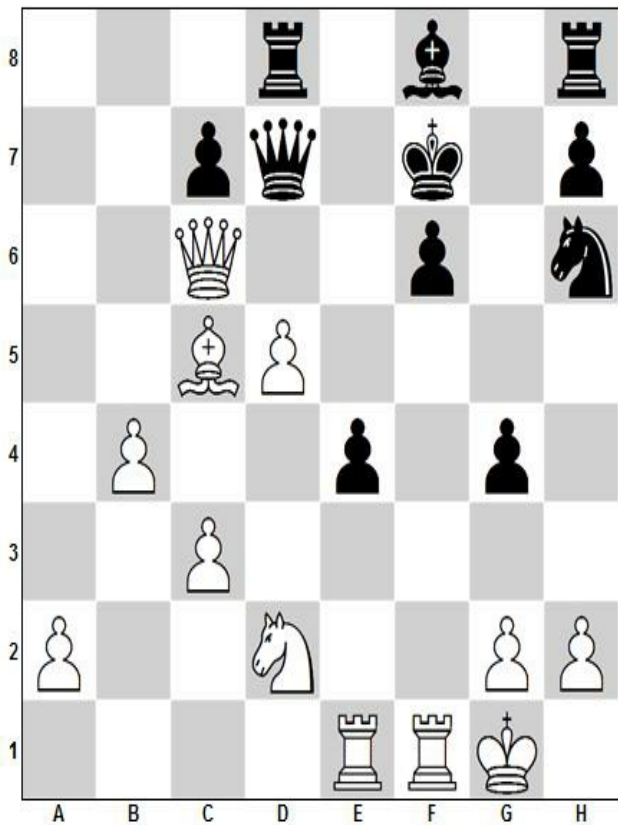
6. $Qxg4$

(717) Black to move



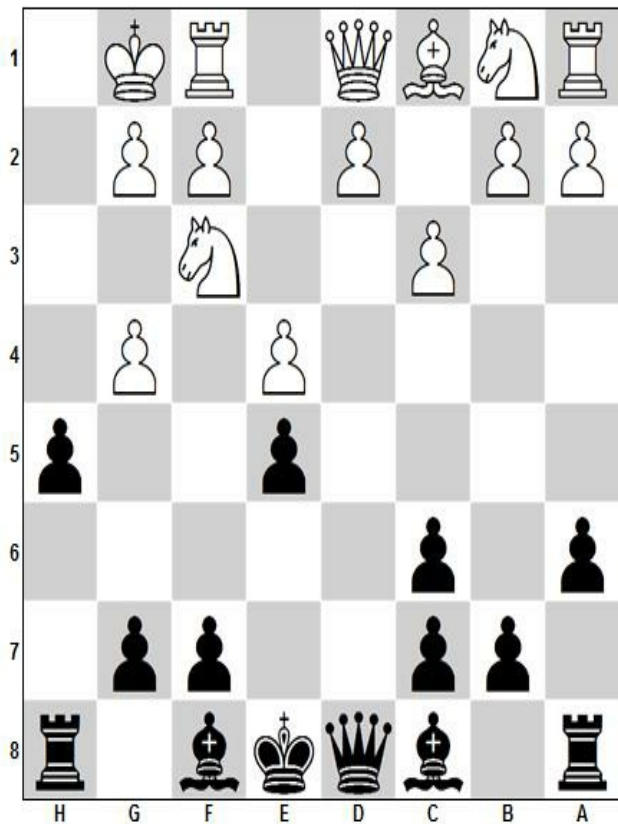
21...Qxe5

(718) White to move



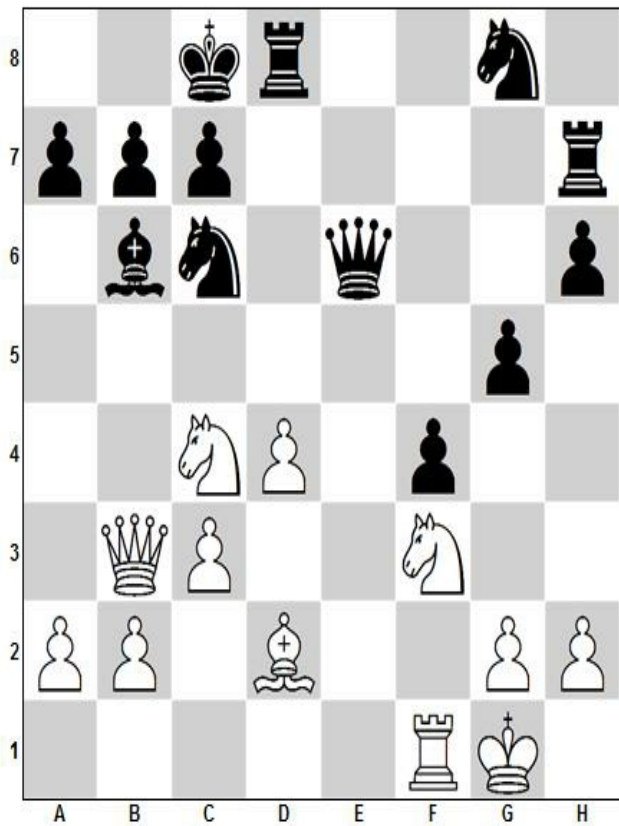
21. Q_{xf6+}

(719) Black to move



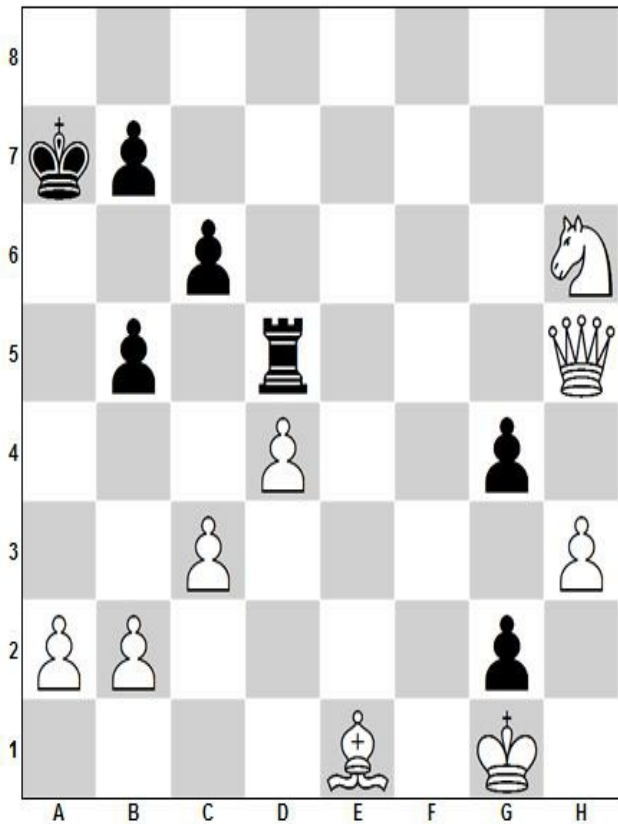
8...hxg4

(720) White to move



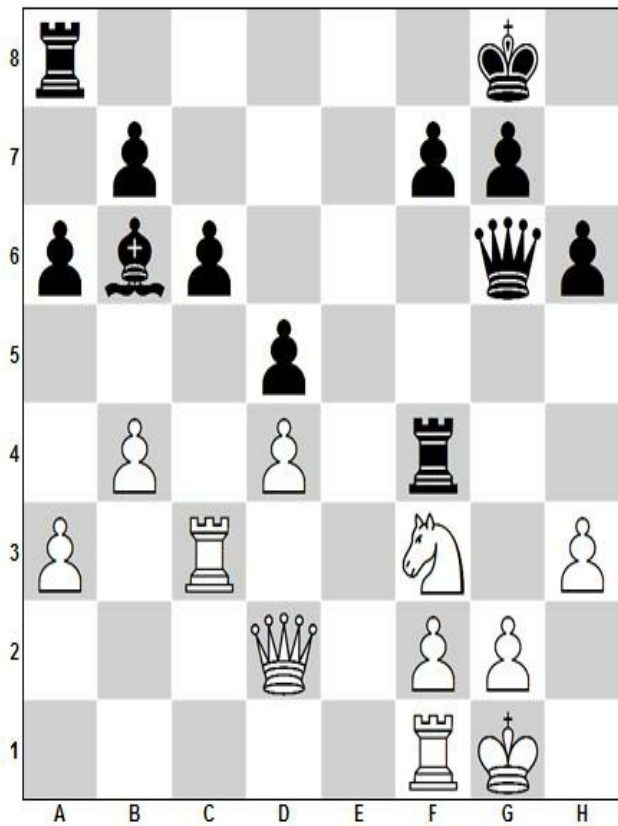
17.Nxb6+

(721) White to move



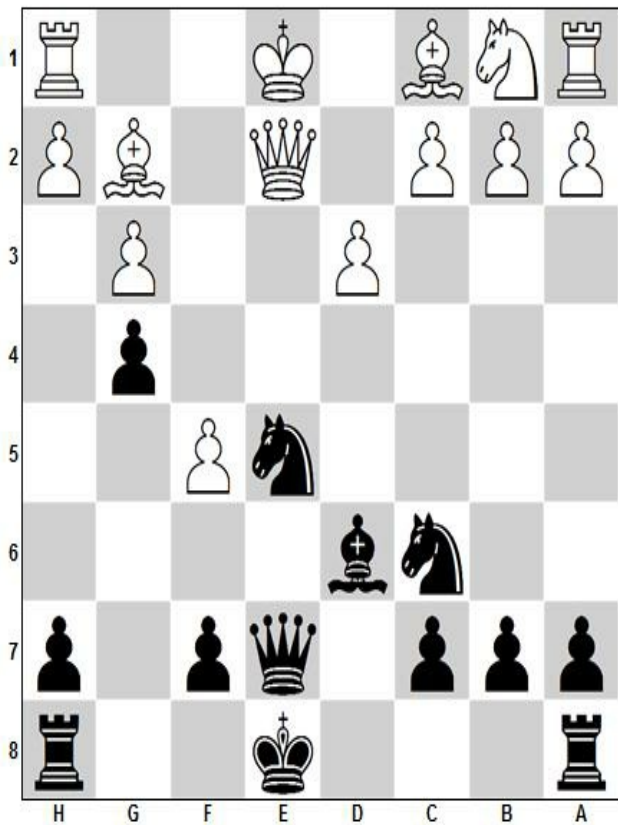
31.Qxd5

(722) White to move



22. *Qxf4*

(723) Black to move



12...Nd4 attacks the White Queen, chasing it to a bad square.

Sample lines:

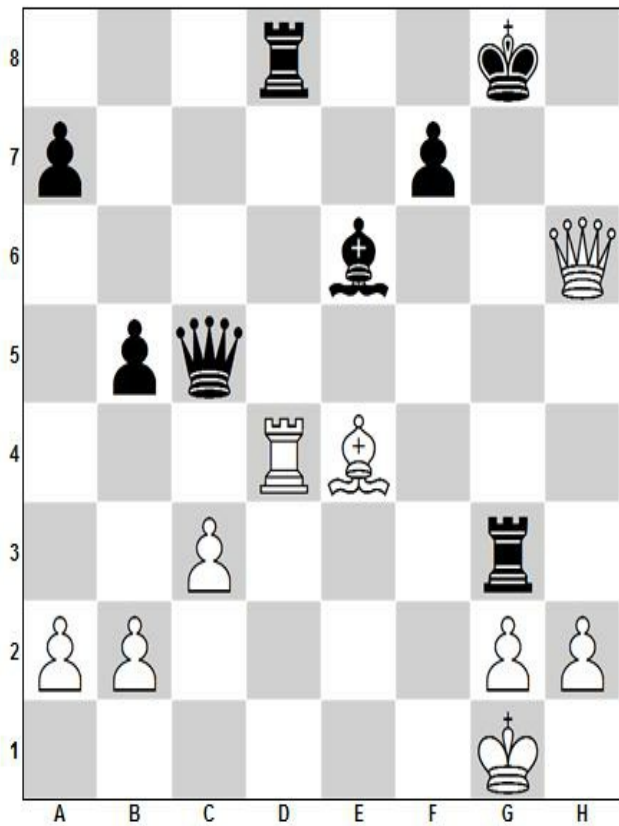
13.Qd1 Nxd3+ 14.Kf1 Nxc1

13.Qe4 (or **13. Qf1**) **Nxc2+**

13.Qf2 Nxd3+ forking the King and Queen with double discovered check

Missed in the game Mr Anderson (1706) – Timmybx (1779), December 2010 Mini Banded Threesomes 18, Round 1, December 24, 2010

(724) White to move



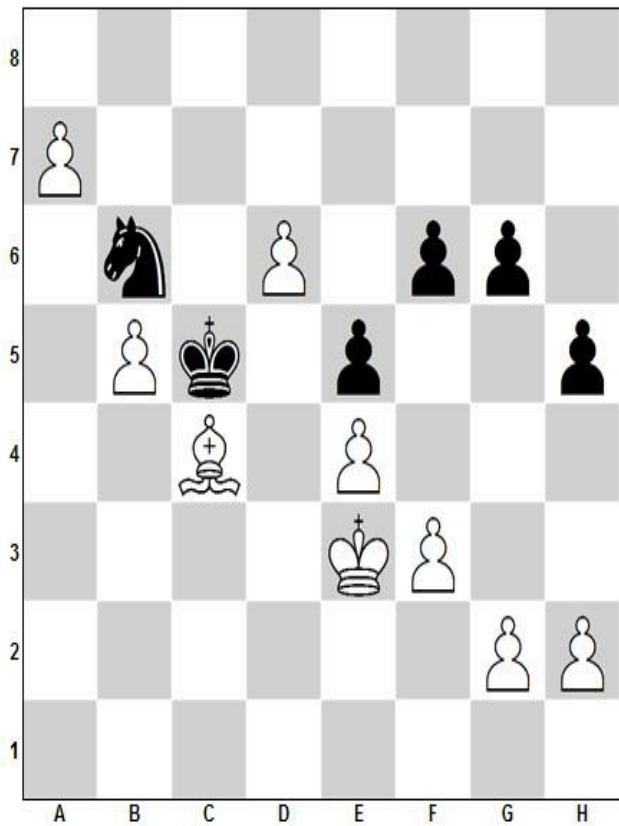
30.Bh7+ leads to a forced mate **30.Bh7+ Kh8 31.Bg6+ Kg8 32.Qh7+ Kf8 33.Qh8+ Ke7 34.Qxd8#**

The Bishop gives a check first, forcing the King to the corner, then moves to g6 with a discovered check blocking out the rook on g3 from its defensive duties. This type of maneuver is often used to mate the King with Qf7+, but that isn't possible here because of the Black Bishop on e6, but is a really good mating pattern to know.

Note that the Rook on d4 is pinned by the Black Queen, but still helps out in the end.

From the game Timmybx (1779) - Mr
Anderson (1706), December 2010 Mini
Banded Threesomes 18, Round 1,
December 24, 2010

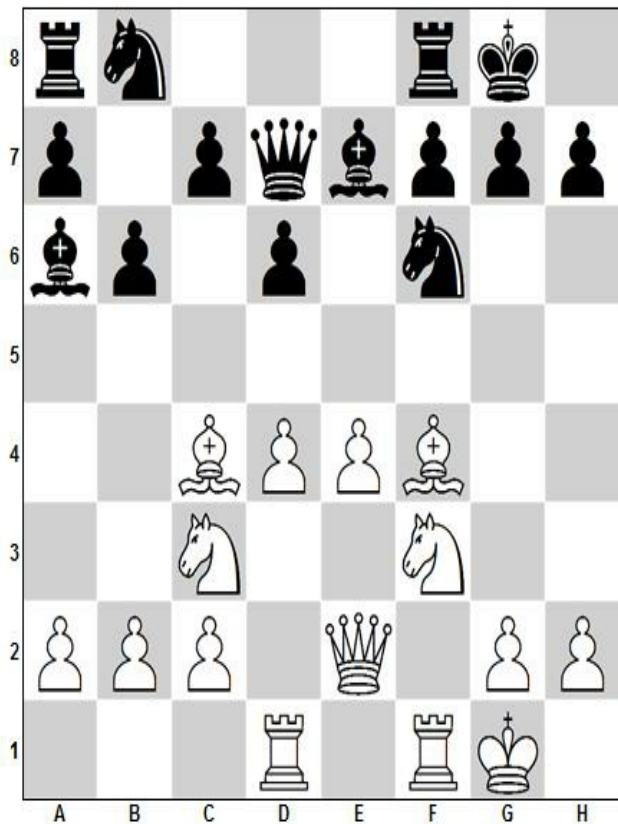
(725) White to move



49.d7 overloads the Black Knight who cannot stop both runaway passed pawns
49... Nxd7 50.a8=Q

From the game Paul Anderson (1897) –
Dean W. Brown (1569), June Mating
Game, Round 1, June 8, 2010

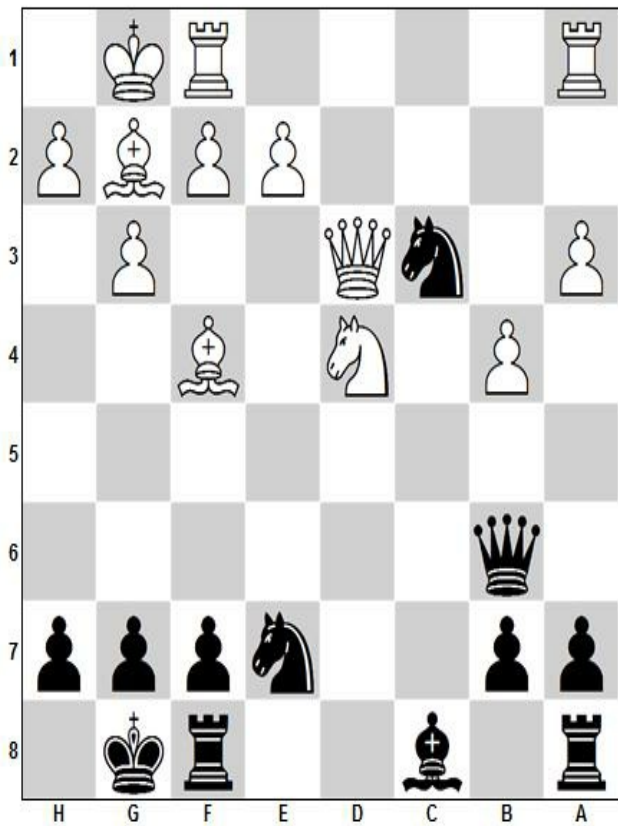
(726) White to move



11.Bxa6 White has the textbook perfect development, and simply takes a piece that is attacked twice and defended once.

From the game TimmyBx (1779) –
Derekoshea (1210), Ladder,
redhotpawn.com, December 2, 2010

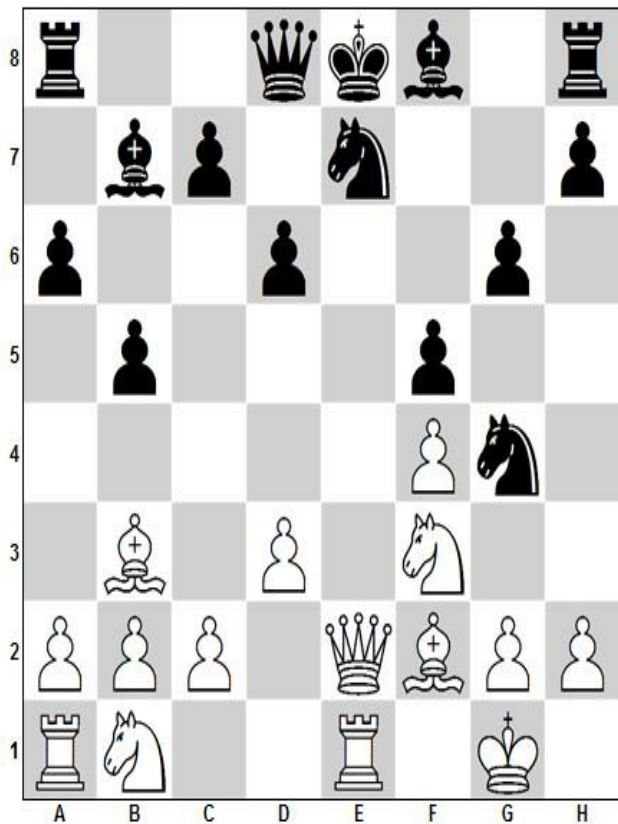
(727) Black to move



17...Qxd4 and Black wins a piece. if **18.**
Qxd4 Nxe2+

Variation from the game Tim Brennan
(1701) – Jeff Baffo (1857), School of
Mines, Round 3, April 30, 2005

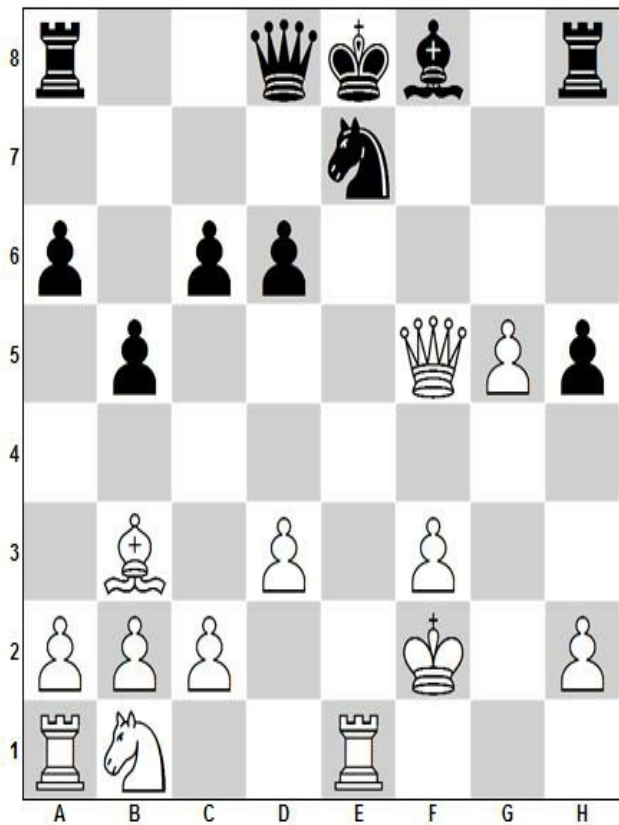
(728) White to move



14.Bd4 attacks the trapped rook on h8,
which has no safe squares.

Missed in the game TimmyBx (1779) –
Fogie (1025), Ladder, redhotpawn.com,
November 29, 2010

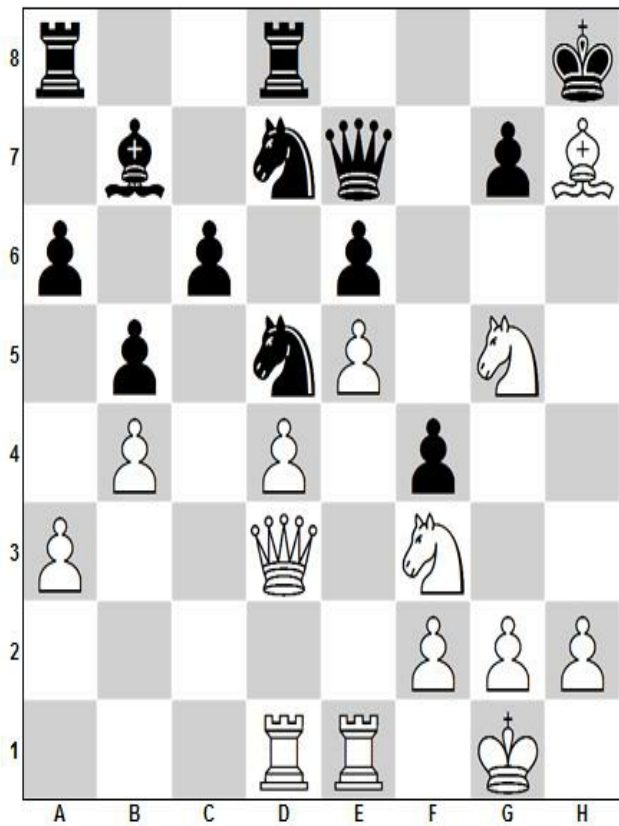
(729) White to move



19.Bf7# Always check, it might be mate!

From the game TimmyBx (1779) – Fogie
(1025), Ladder, redhotpawn.com,
November 29, 2010

(730) White to move

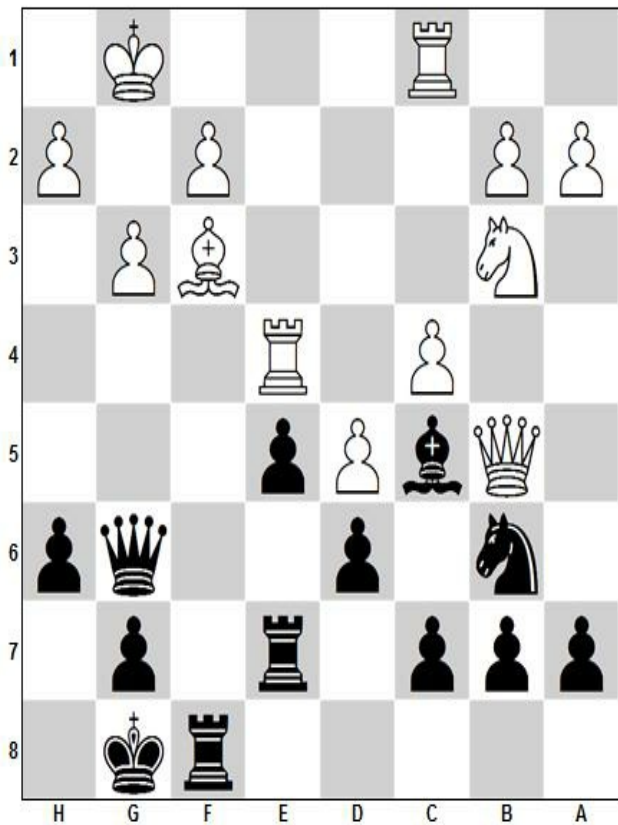


21.Bg8 clears the way for the White Queen to mate **21...Kxg8 22. Qh7+ Kf8 Qh8#**

21...Rxxg8 (or any other move) **22. Qh7#**

From the game Gerry Morris (1946) – Louis Berman (1386), 2010 DCC Championship, round 4, January 26, 2010

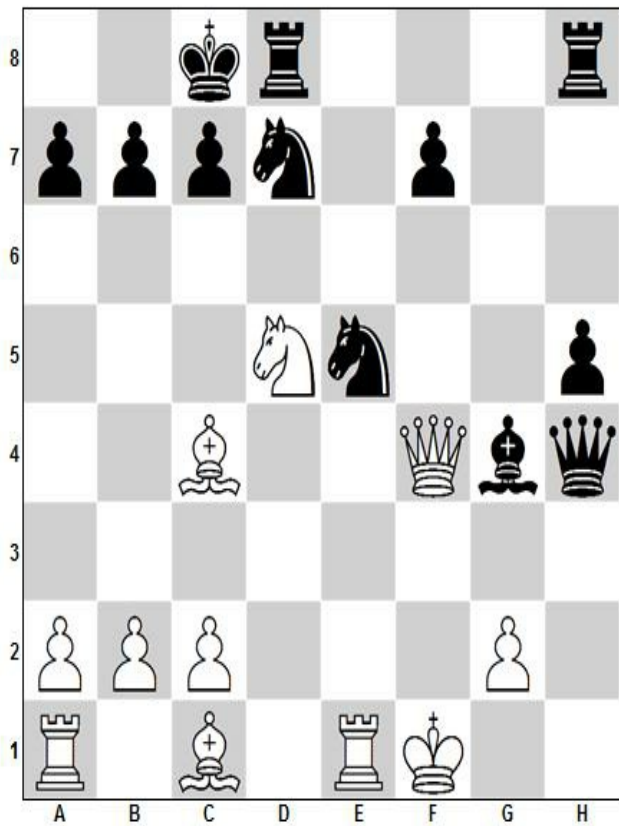
(731) Black to move



18...Bxf2+ wins a valuable pawn helping to protect the White King. If **19. Kxf2 Qxe4** because the White Bishop on f3 is now pinned.

From the game Actuals (1331) – Timmybx (1779), Ladder, redhotpawn.com, November 11, 2010

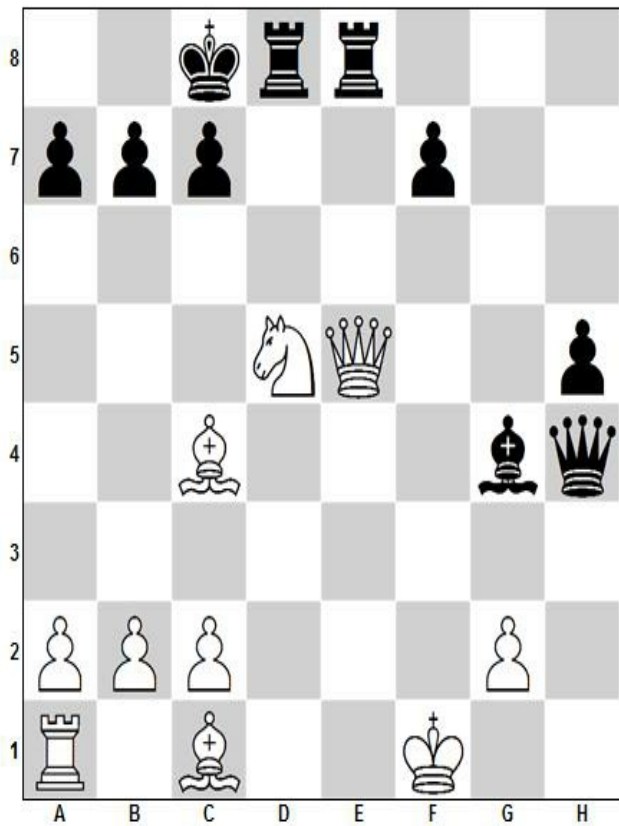
(732) White to move



17.Rxe5 is a kill shot that trades a Rook for two knights, and puts the Queen on a dangerous square. **17...Nxe5 18. Qxe5** and black cannot stop the mate threats and defend threats such as **19. Bg5** forking the Black Queen and Black Rook.

From the game Proper Knob (1655) – TimmyBx (1779), King's Gambit Banded Thematic I 1600-1700, Round 3, redhotpawn.com, November 13, 2010

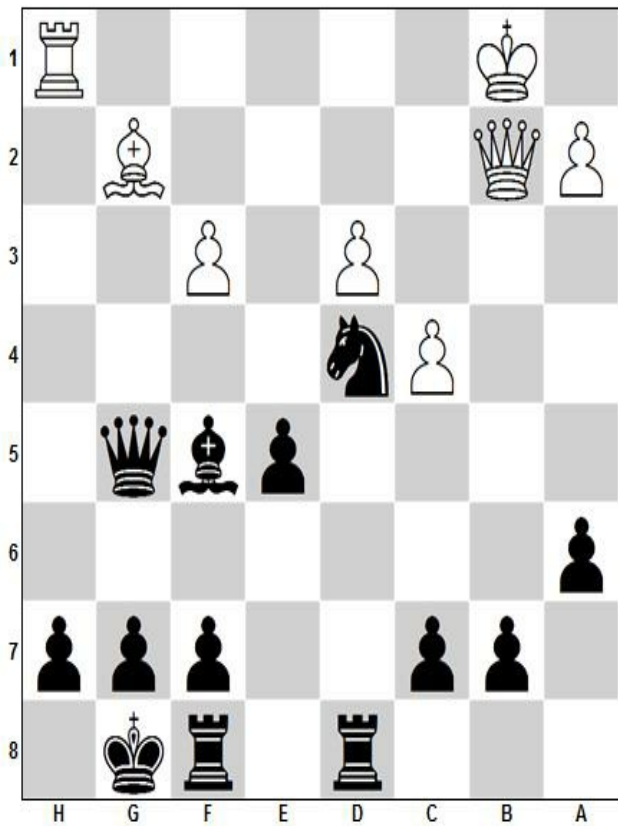
(733) White to move



19.Qxc7# the ending from the previous position.

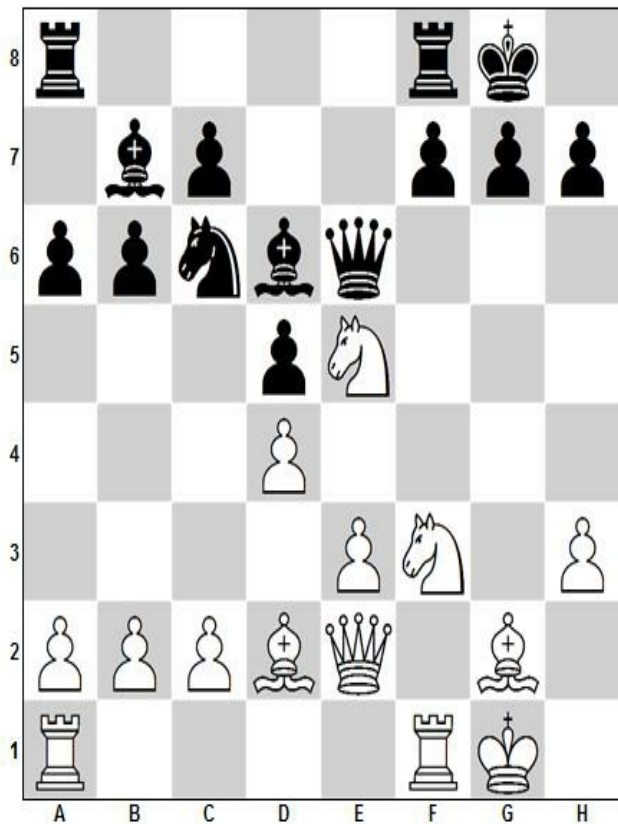
From the game Proper Knob (1655) –
TimmyBx (1779), King's Gambit Banded
Thematic I 1600-1700, Round 3,
redhotpawn.com, November 13, 2010

(734) Black to move



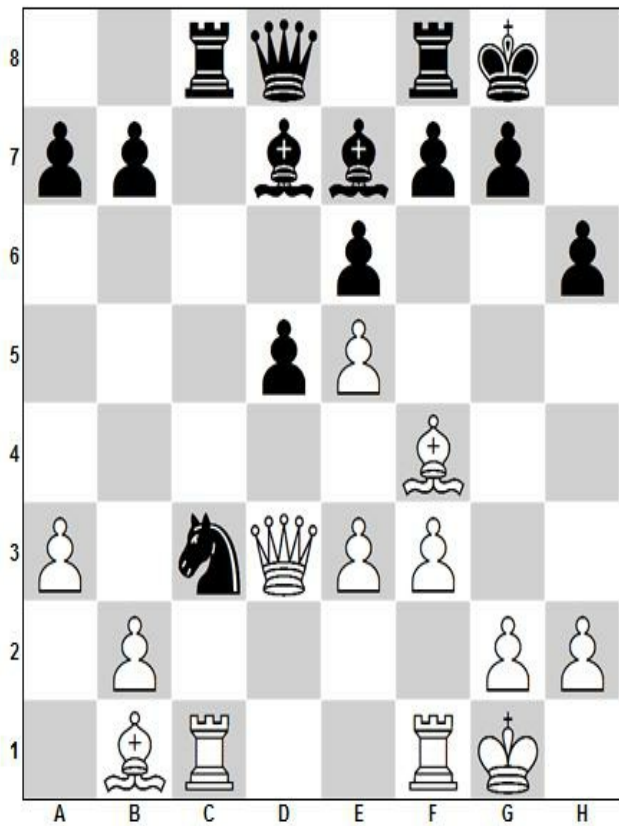
25...*Bxd3*+

(735) White to move



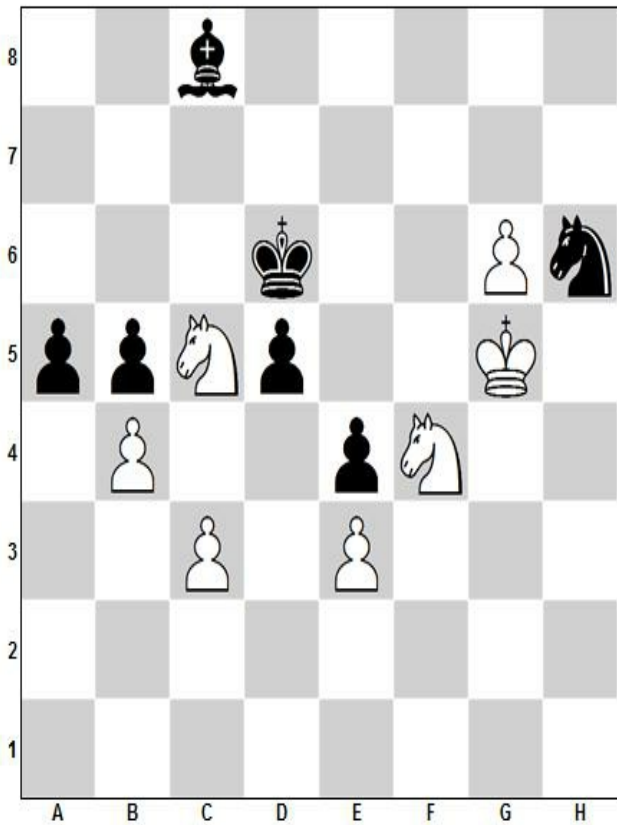
17.Ng5

(736) White to move



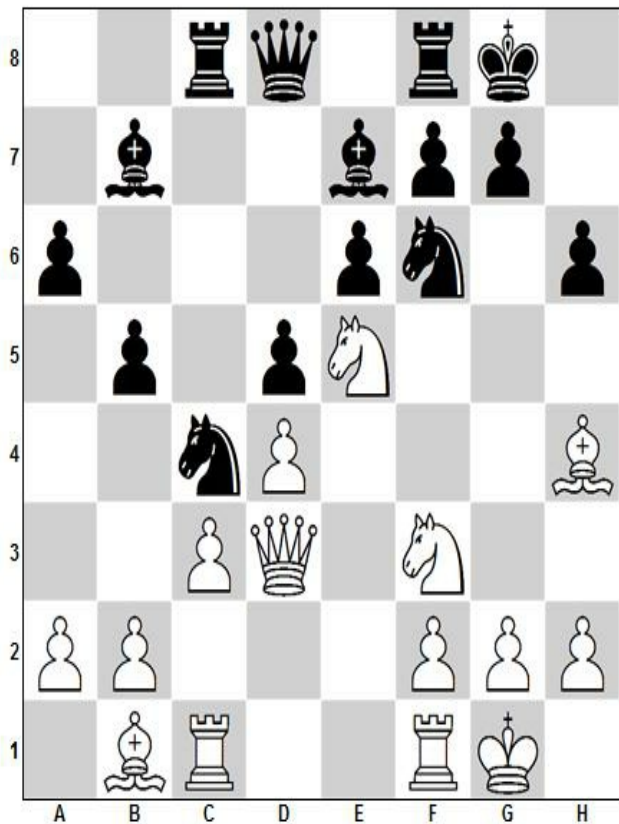
17.Qh7#

(737) White to move



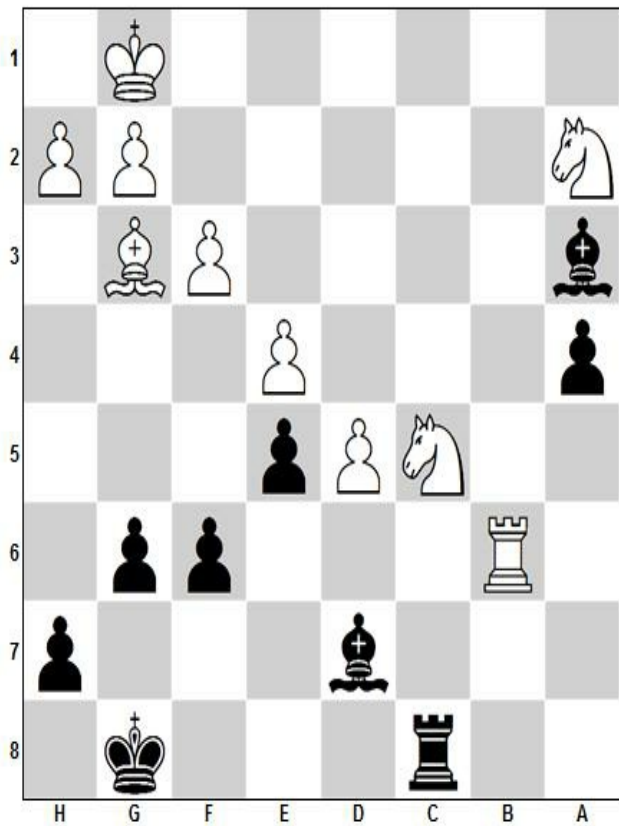
43.Kxh6

(738) White to move



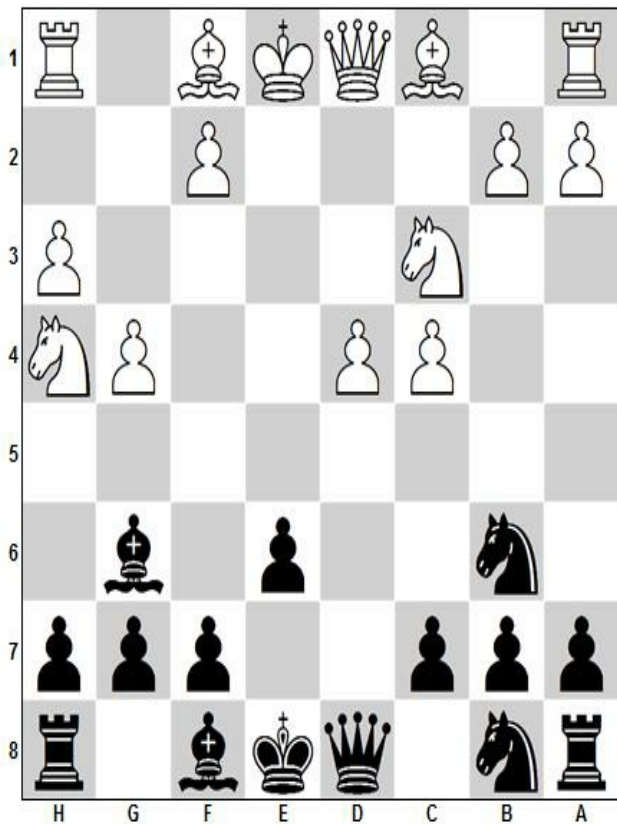
16.Bxf6

(739) Black to move



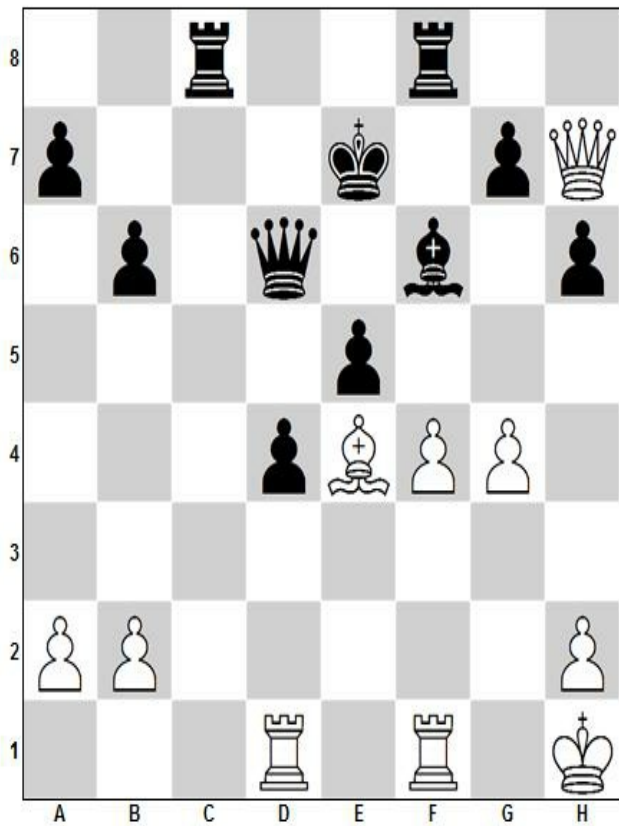
39...*Bxc5*+

(740) Black to move



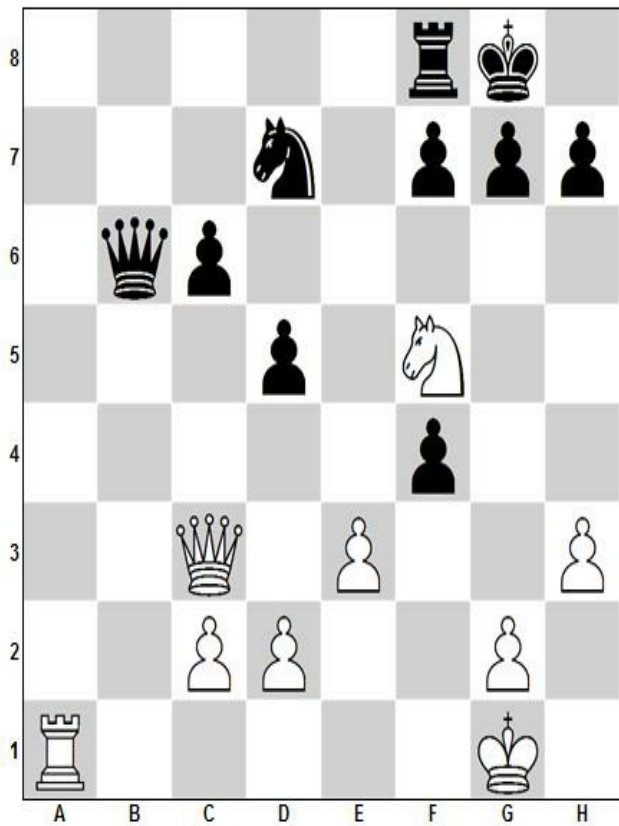
9...Qxh4

(741) White to move



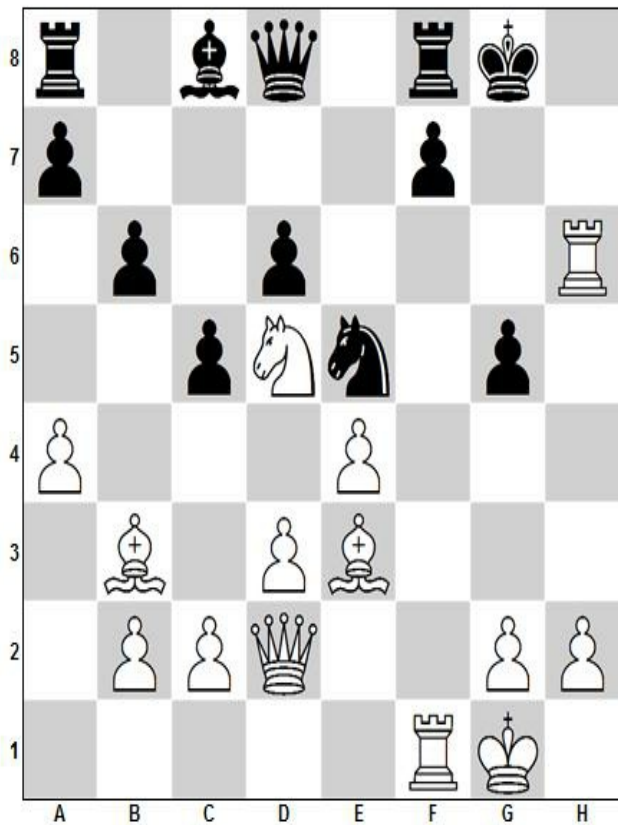
26.g5

(742) White to move



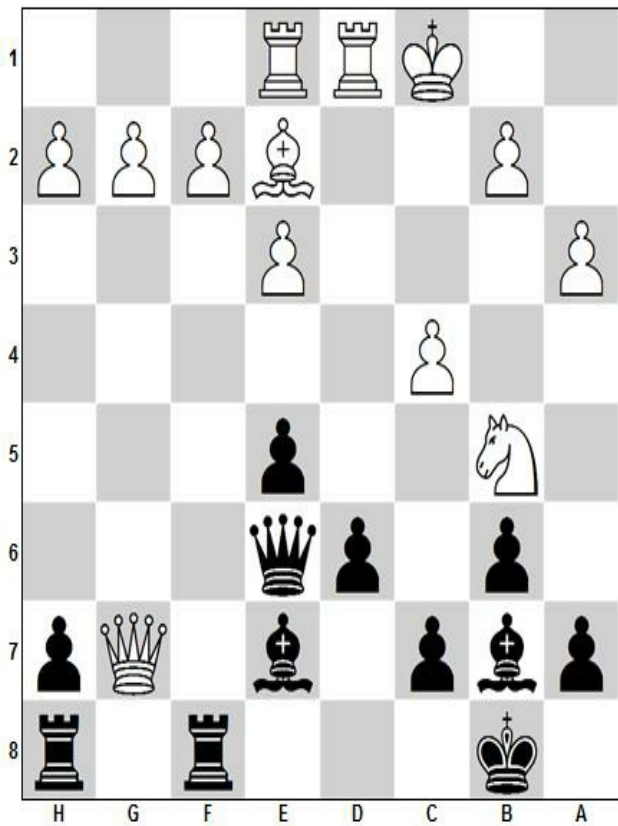
22. $Qxg7\#$

(743) White to move



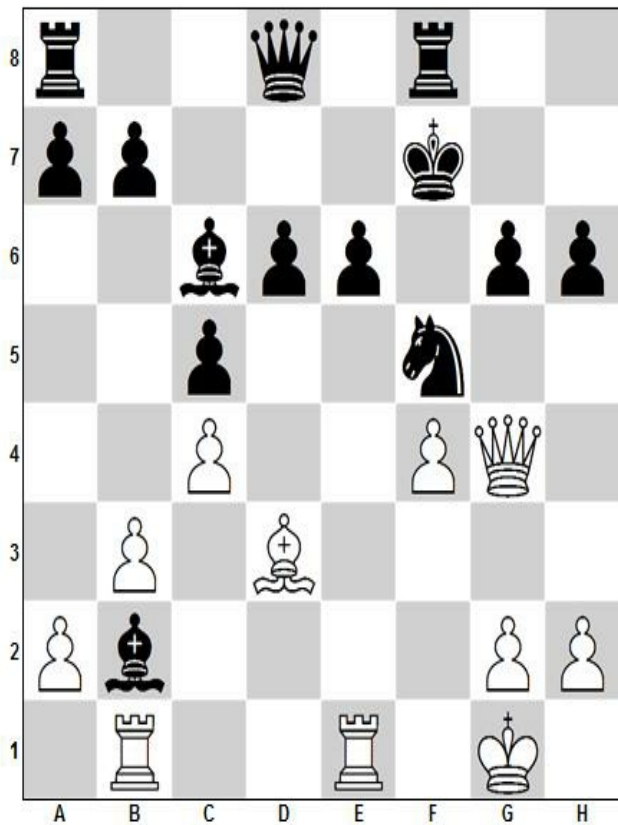
18.Bxg5

(744) Black to move



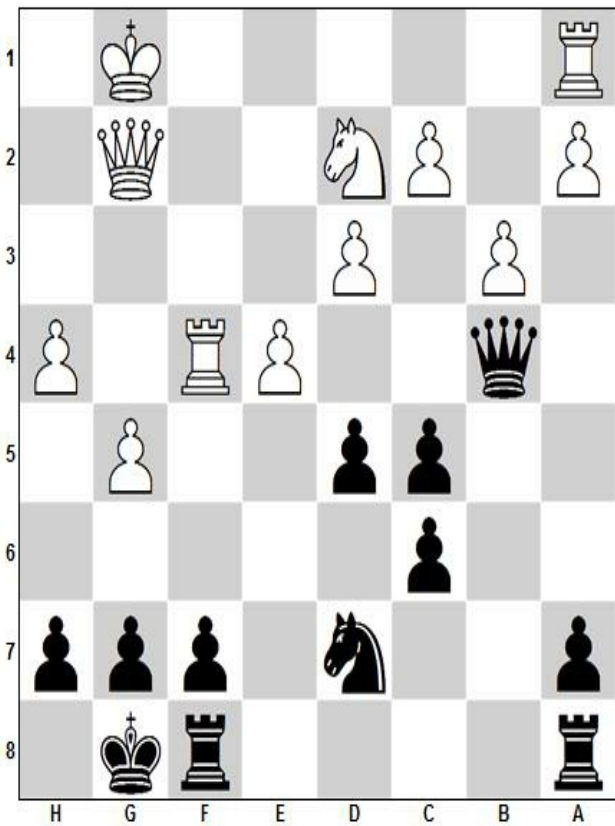
17...Rfg8

(745) White to move



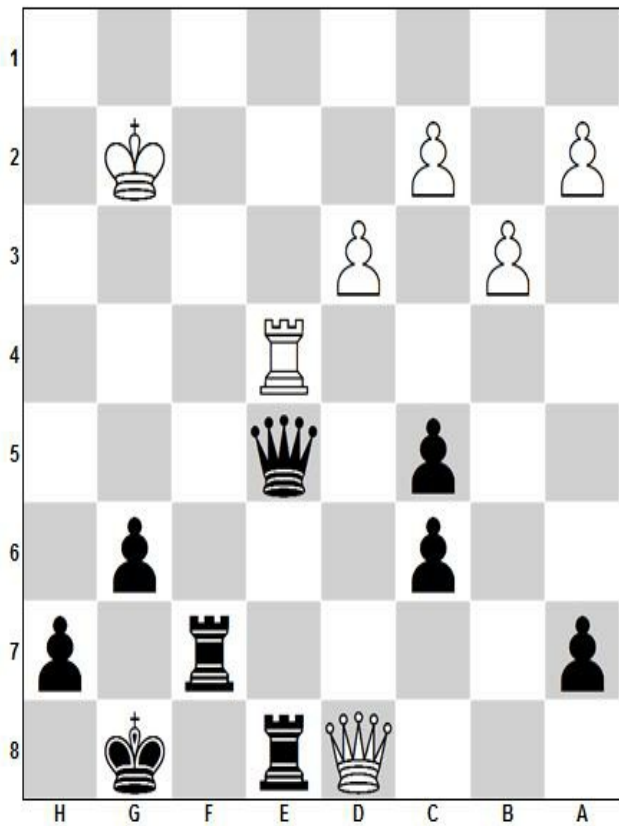
20.Rxb2

(746) Black to move



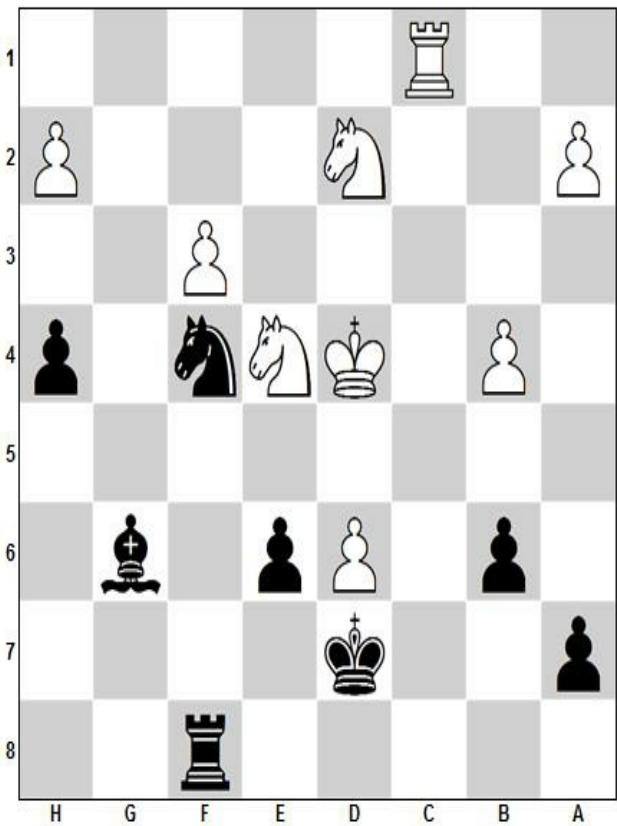
19...Qd4+

(747) Black to move



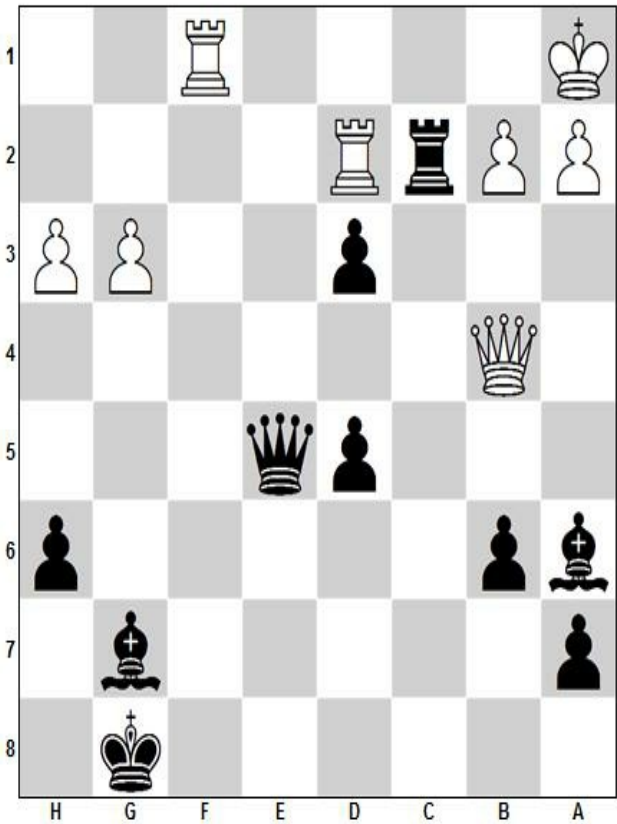
31...Qxe4+

(748) Black to move



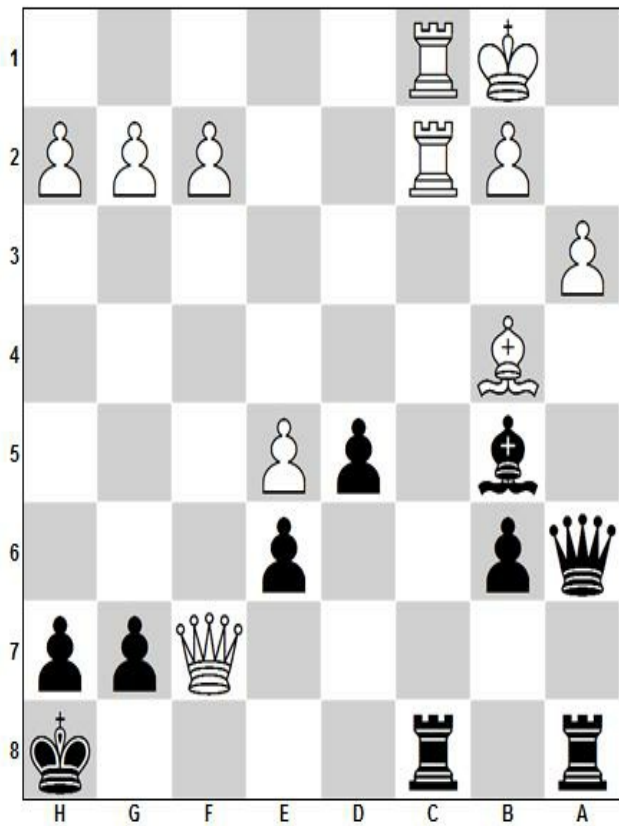
31...Ne2+

(749) Black to move



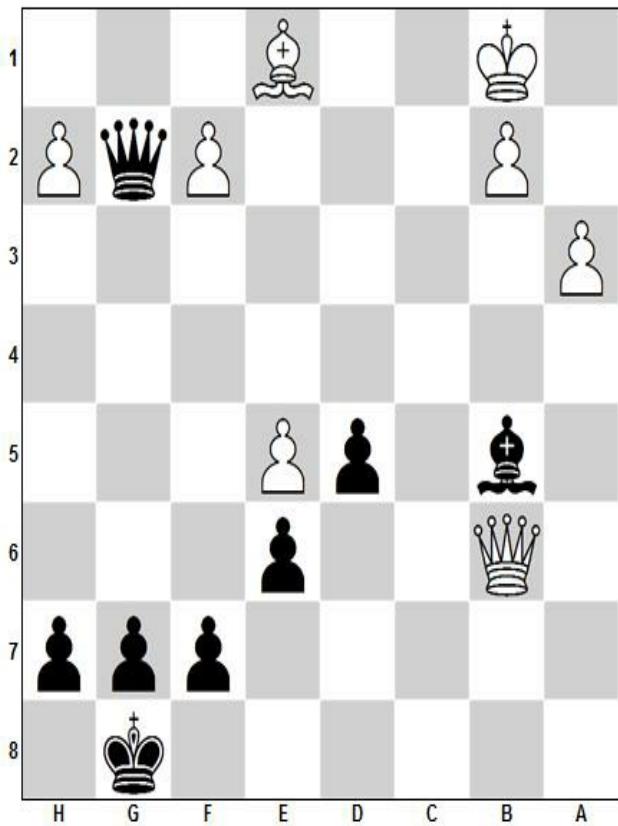
35... $Qxb2+$

(750) Black to move



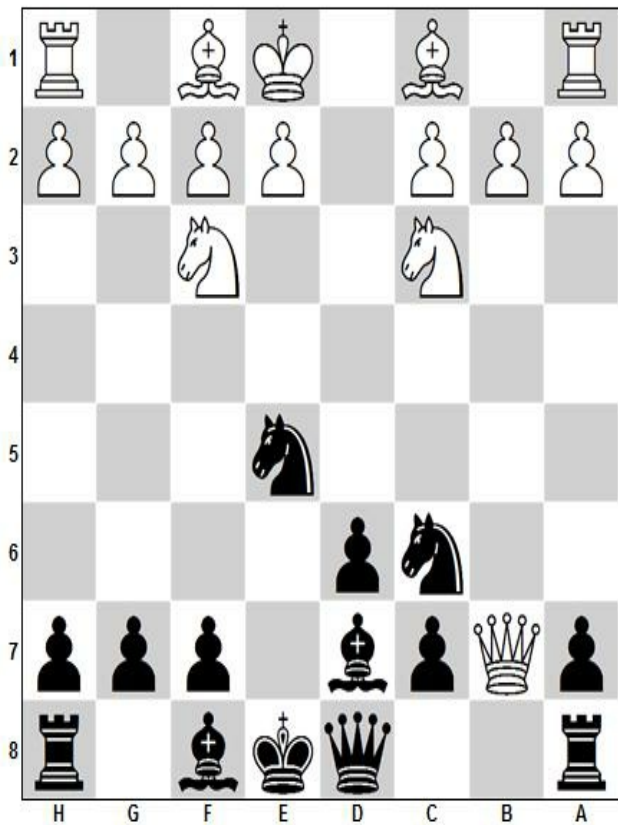
26...*Bd3*

(751) Black to move



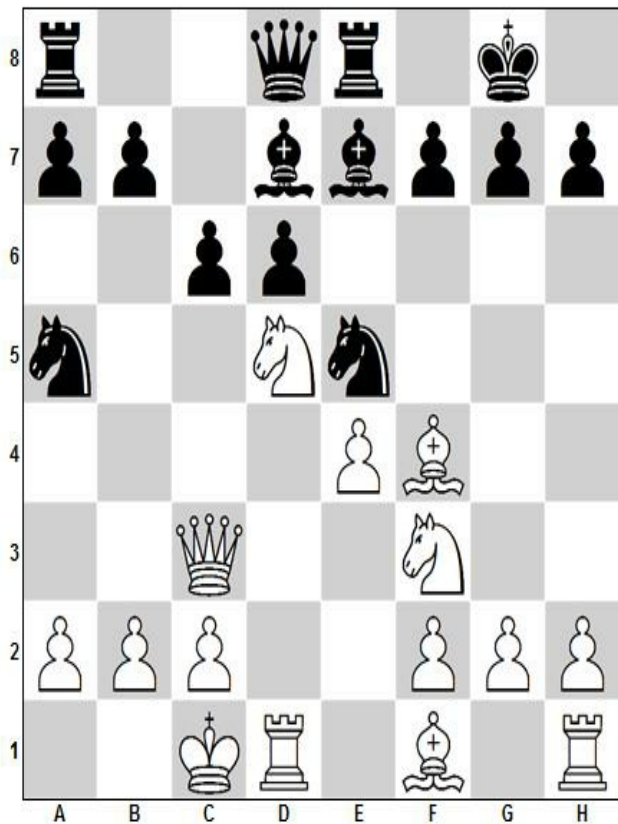
30...*Qe4*+

(752) Black to move



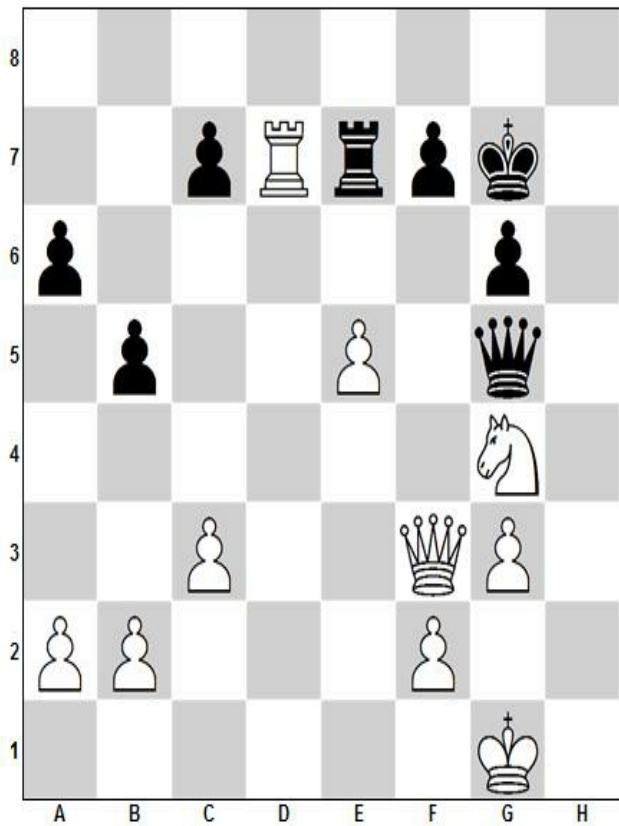
8...*Rb8*

(753) White to move



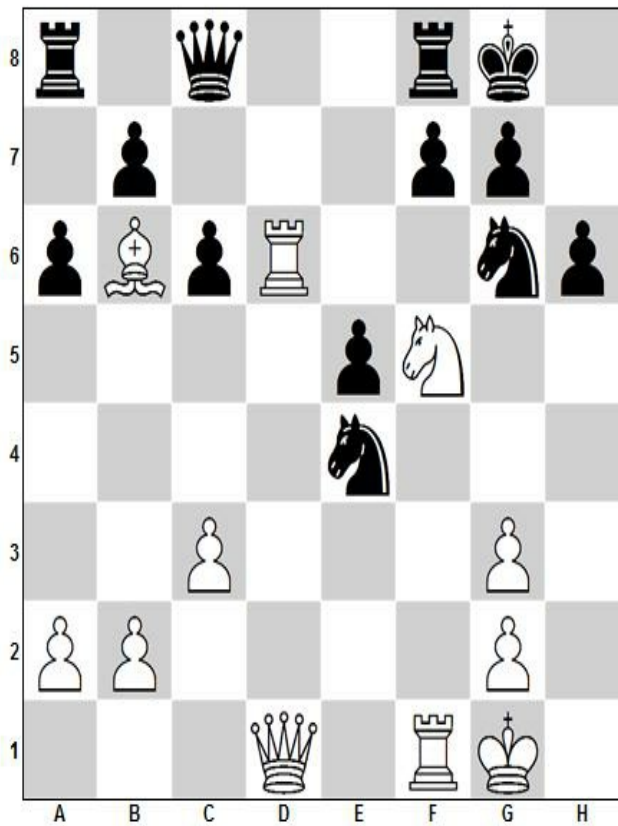
13.Nxe7+

(754) White to move



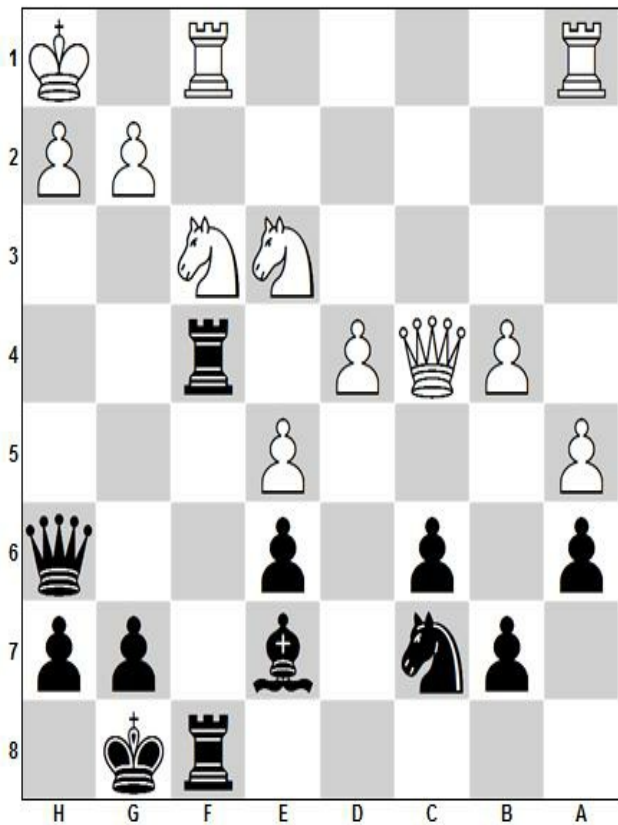
39. $Qf6+$

(755) White to move



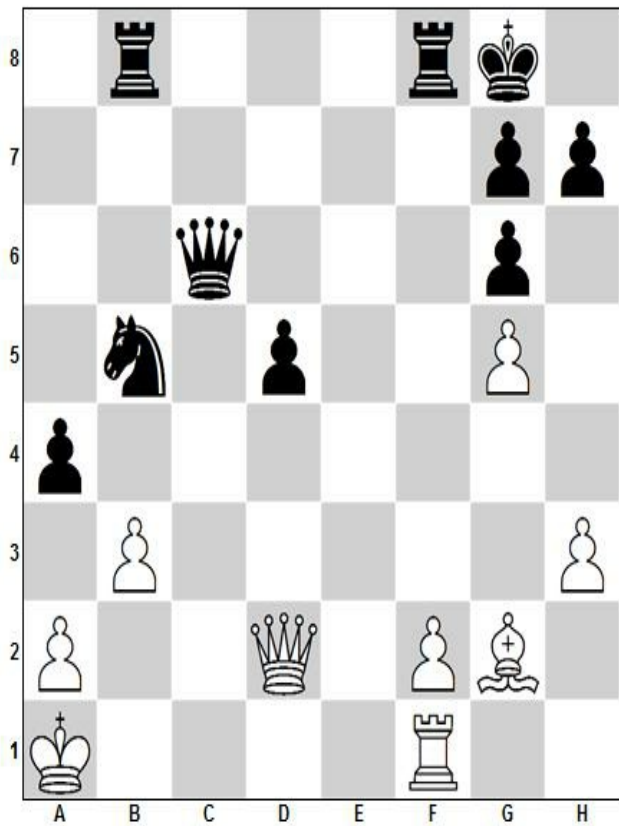
28.*Rxg6*

(756) Black to move



29...Rxf3

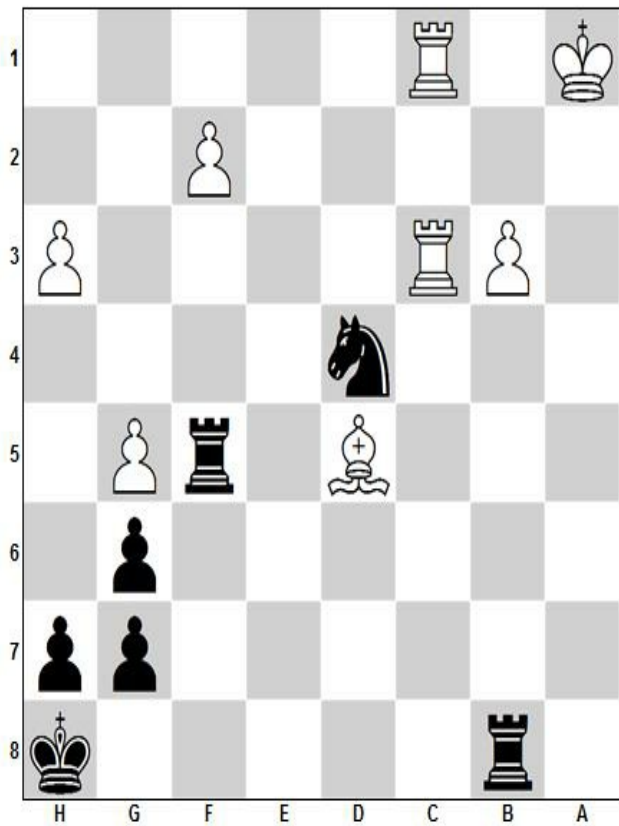
(757) White to move



30.*Bxd5*+ forks the Queen and King while grabbing a pawn.

Variation from the game Francisco Baltier Jr (1618) – Richard Trapp (1700), 2008 National Open, Round 5, Las Vegas, NV, June 8, 2008

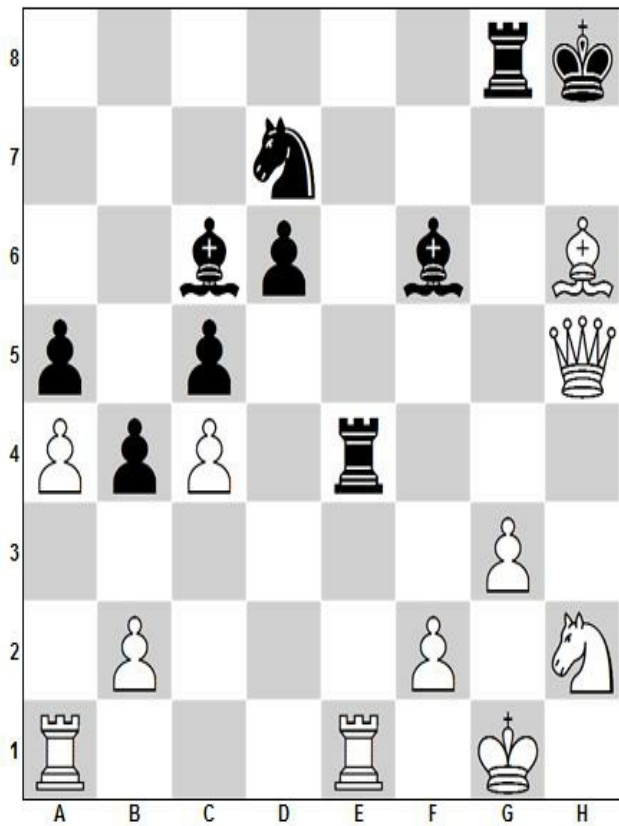
(758) Black to move



34...Rxd5 White thought they could leave the Bishop hanging, because of the back rank mate threat but it doesn't work. **35.**
Rc8+ Rd8

From the game Francisco Baltier Jr
(1618) – Richard Trapp (1700), 2008
National Open, Round 5, Las Vegas, NV,
June 8, 2008

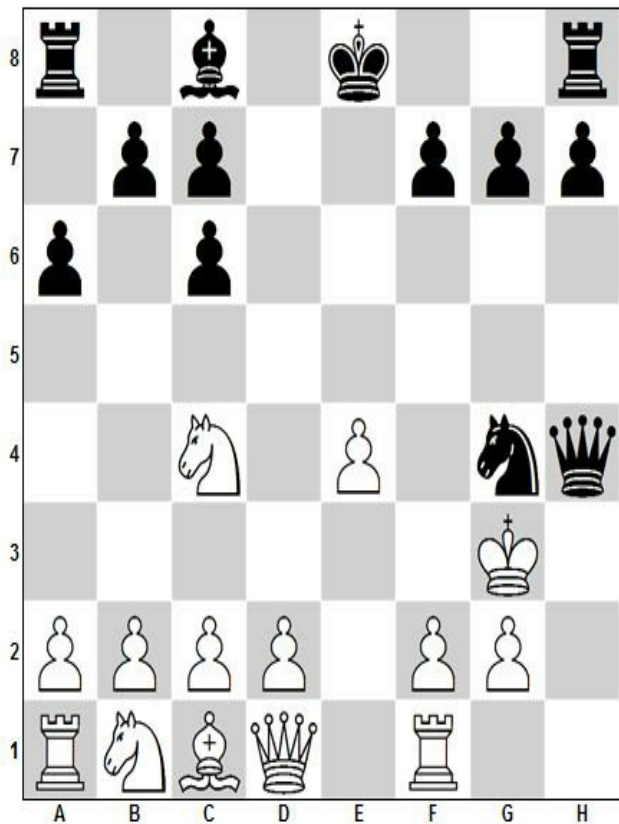
(759) White to move



33.Bf8# discovered checkmate

Variation from the game brit commando
(1476) – petronus (1168),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

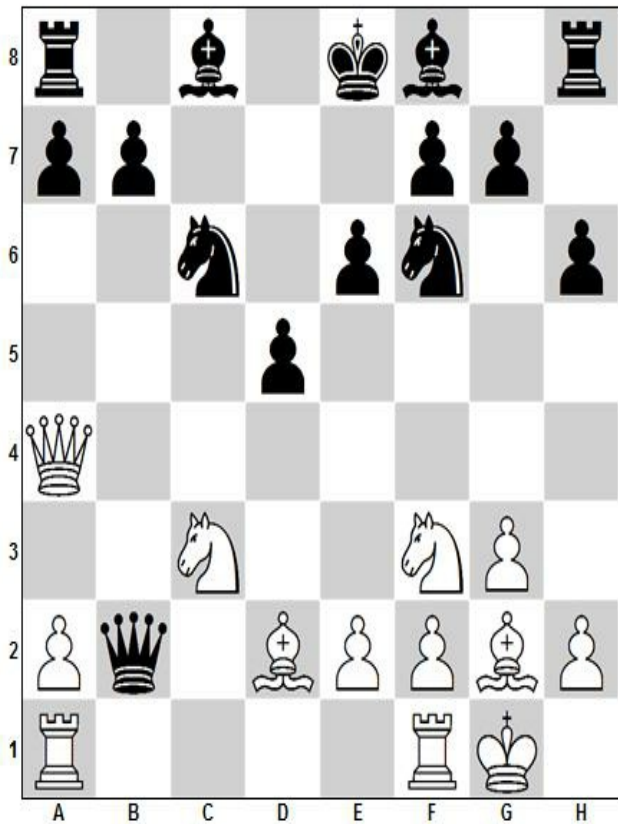
(760) White to move



10.Kxh4 takes the Queen after a really horrible blunder of **9...Qh4+??** on the previous move, which just hangs the Queen. Stuff like this actually happens in rated long time control games with good players. Never trust that your opponent's last move wasn't a terrible blunder!

From the game Rick Sheppard (1700) -
Francisco Baltier Jr (1618), 2008
National Open, Round 6, Las Vegas, NV,
June 8, 2008

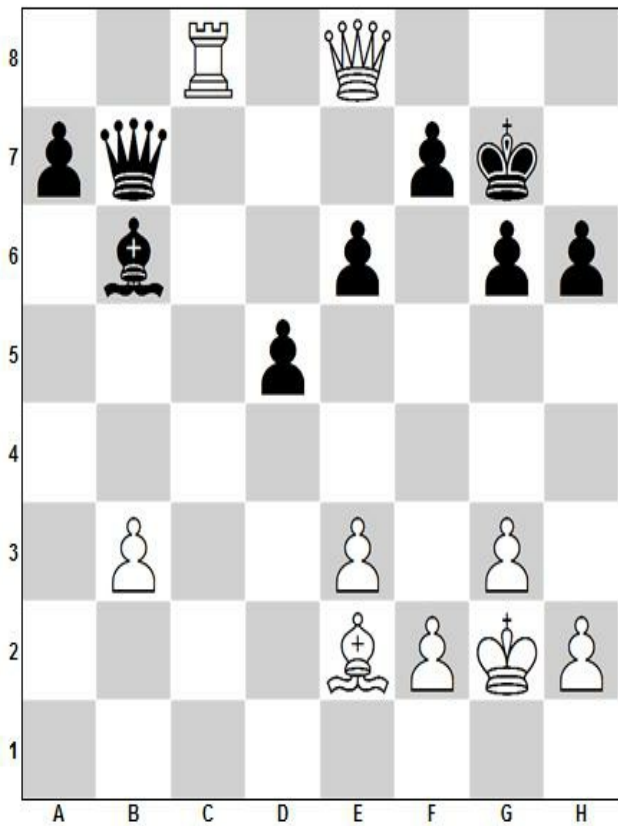
(761) White to move



12.Nb5 threatening both **13. Nc6+** forking the King and Rook and **13. Rab1** trapping the Black Queen. Black cannot deal with both threats.

Variation from the game Tim Brennan (1676) – Shannon Fox (1567), Denver Chess Club, September 23, 2003, Round 7

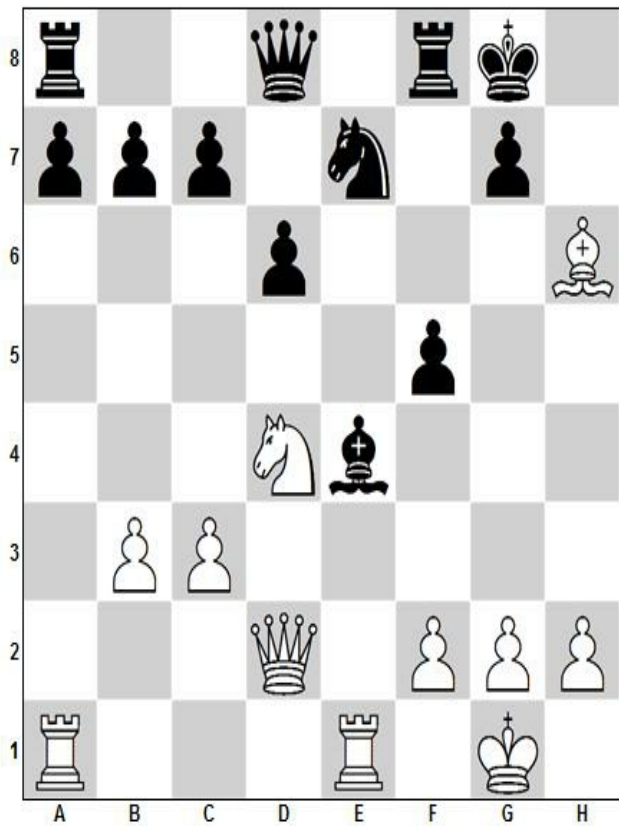
(762) White to move



38.Qh8#

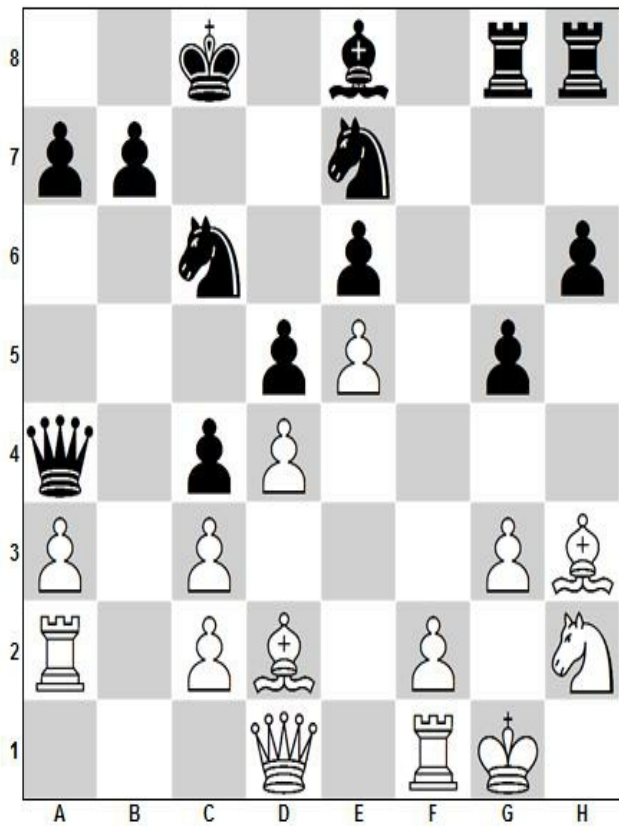
From the game Tim Brennan (1676) –
Shannon Fox (1567), Denver Chess Club,
September 23, 2003, Round 7

(763) White to move



18.Bxg7 wins a pawn. Black can't capture the Bishop because of **18...Kxg7** **19. Ne6+** which would fork the Black King and Queen.

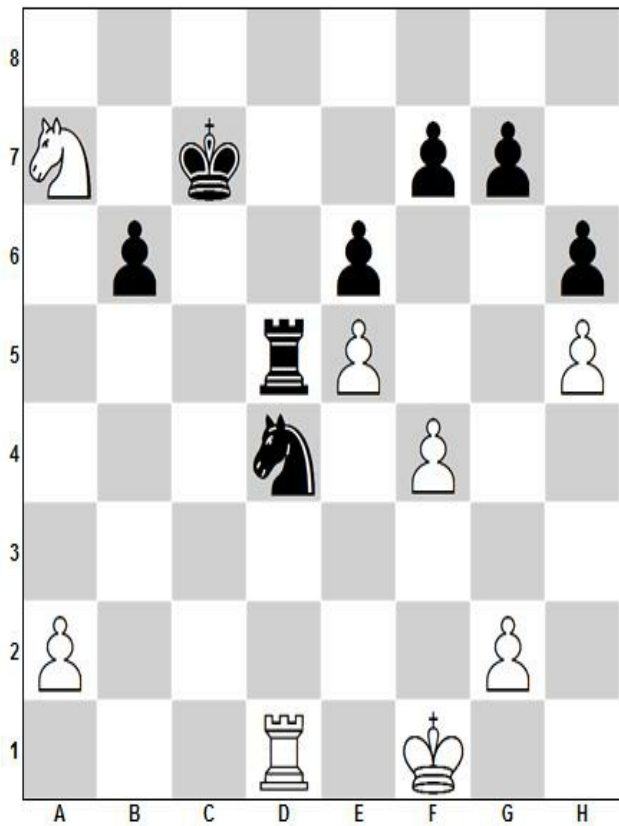
(764) White to move



19.Bxe6+ wins a pawn with check,
forking the Black King and Rook.

Missed in the game brit commando (1476)
– rookguy (1606), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

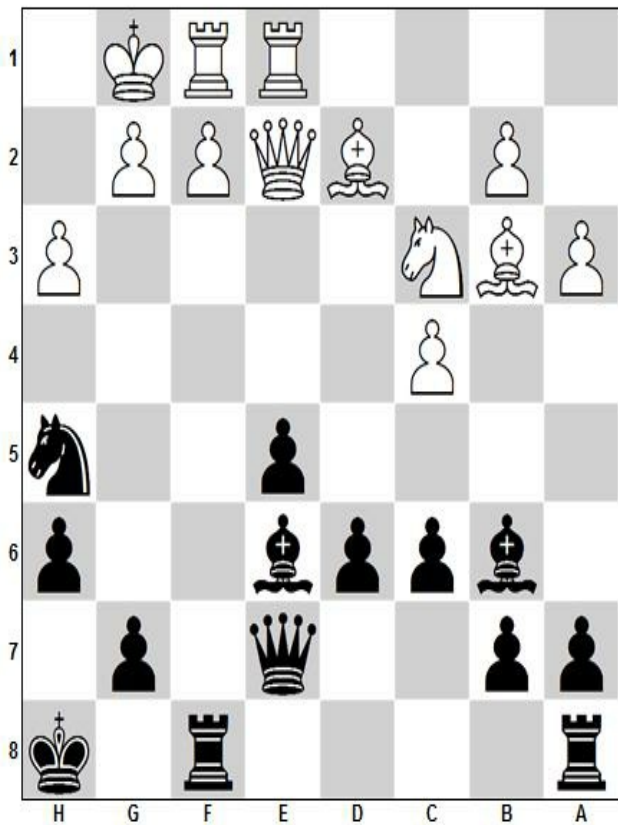
(765) White to move



32.Rxd4 wins a piece. If **32...Rxd4** **33.Nxb5+** forking the Black King and Rook

From the game Donald Belche (1266) –
Francisco Baltier (1505), 2010 Ye Old
Pueblo Open, Tucson, AZ, Round 2, July
17, 2010

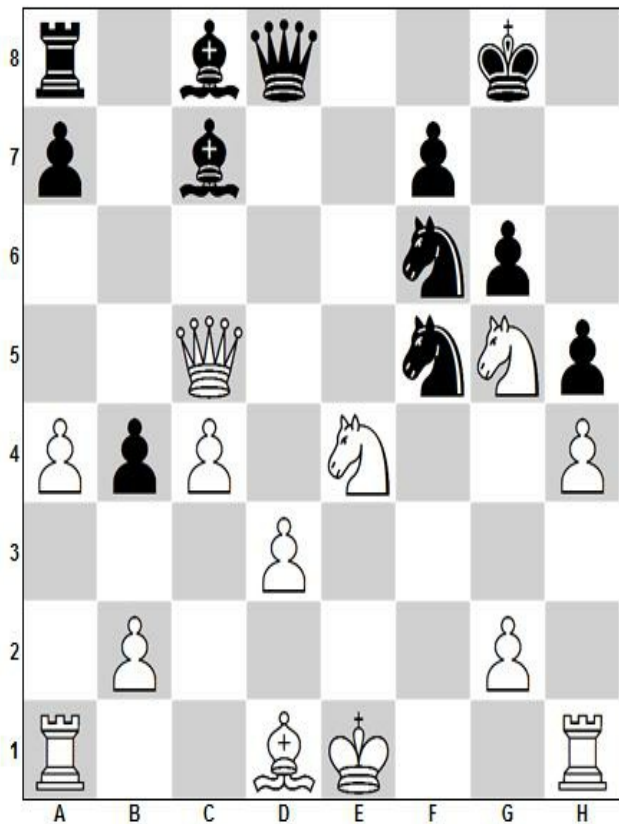
(766) Black to move



22...Ng3 forks the White Queen and Rook, taking advantage of the pinned f pawn. Black wins the exchange.

From the game Jose Castillo (896) – Francisco Baltier (1505), 2010 Ye Old Pueblo Open, Tucson, AZ, Round 4, July 18, 2010

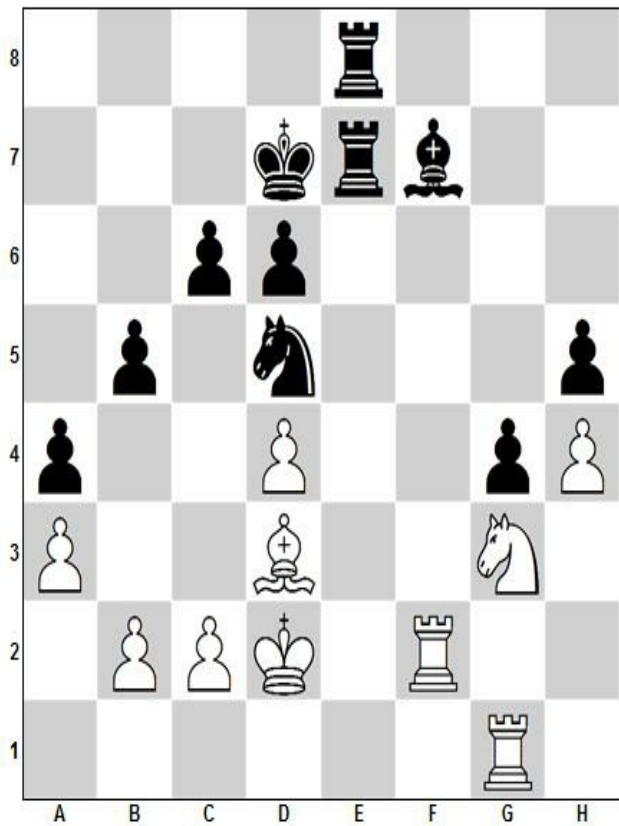
(767) White to move



21.Nxf6+ takes advantage of the overloaded Black Queen who is trying to guard both the Knight on f6, and the Bishop on c7, and can't do both.

Missed in the game petronus (1168) – brit commando (1476), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

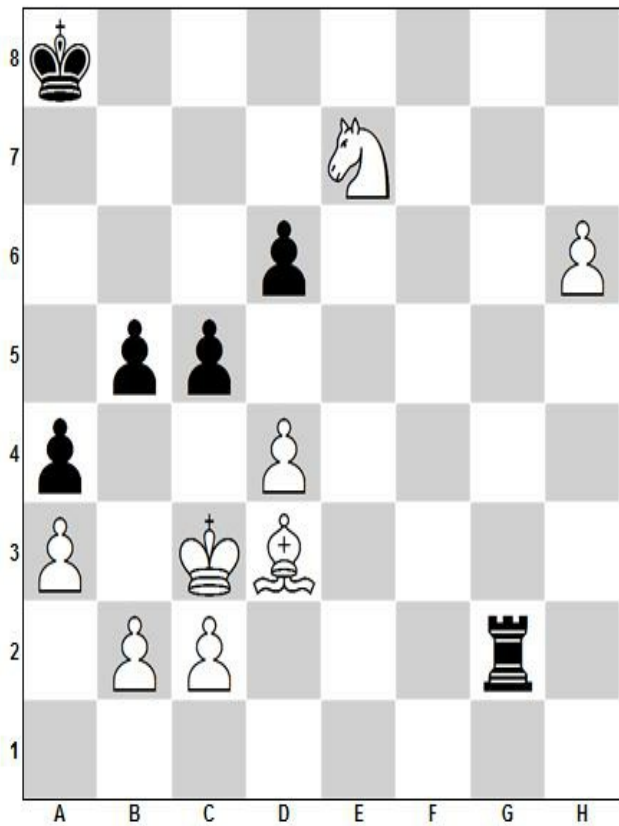
(768) White to move



39.Nf5 takes advantage of the limited mobility of the Black Rook on e7. If **39... Re6** **40. Ng7** forks the two rooks. White wins the exchange.

Missed in the game Tim Brennan (1695) – Cory Foster (1599), Pikes Peak Open, Round 4, Colorado Springs, CO, August 3, 2008,

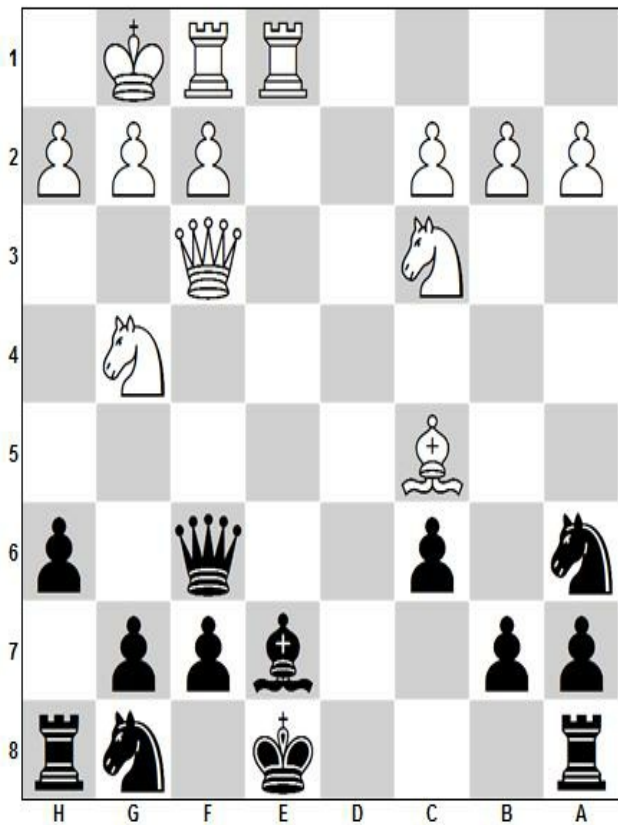
(769) White to move



54.*Be4*+ forks the Black King and Rook

From the game Tim Brennan (1695) –
Cory Foster (1599), Pikes Peak Open,
Round 4, Colorado Springs, CO, August
3, 2008,

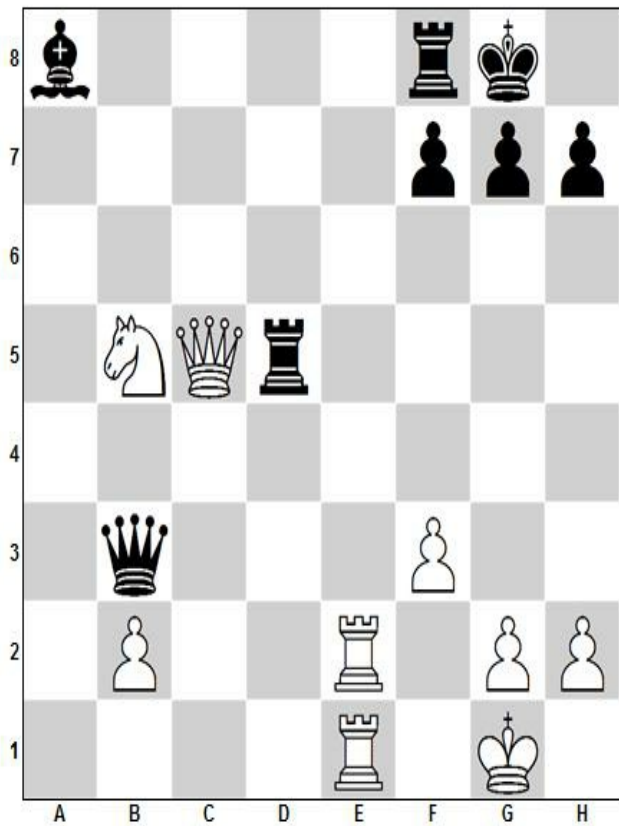
(770) Black to move



15...Qxf3 Black's Queen was attacked from the White Knight. After **16. gxf3 Nxc5** and Black is up a piece.

Missed in the game rockatansky (1428) – petronus (1168), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

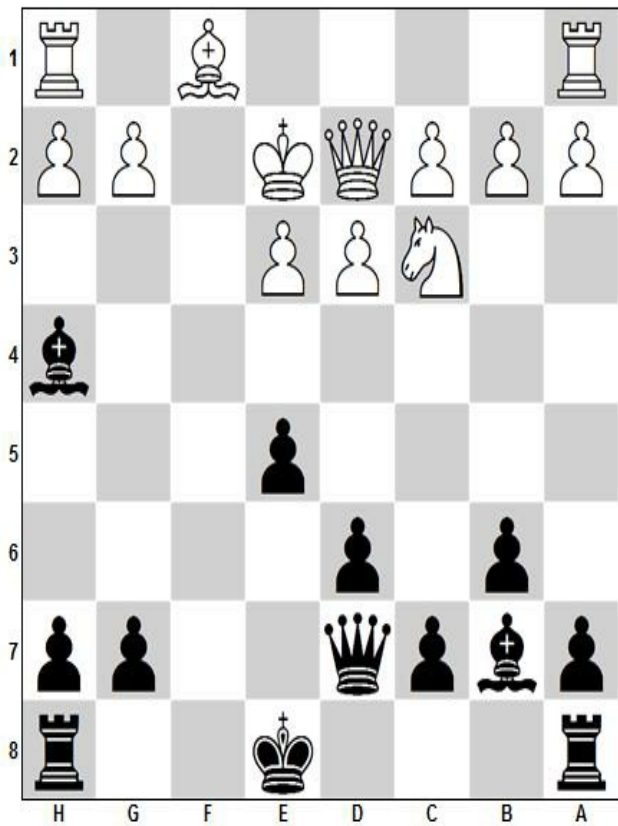
(771) White to move



30. Qxf8+!! got a well-deserved double exclamation from Deep Rybka 4.1. **30...Kxf8**
31. Re8# a good mating pattern to know.

From the game Blacktop (1468) – Drstefi (1445), ICC 5 3 Internet Chess Club, June 15, 2010

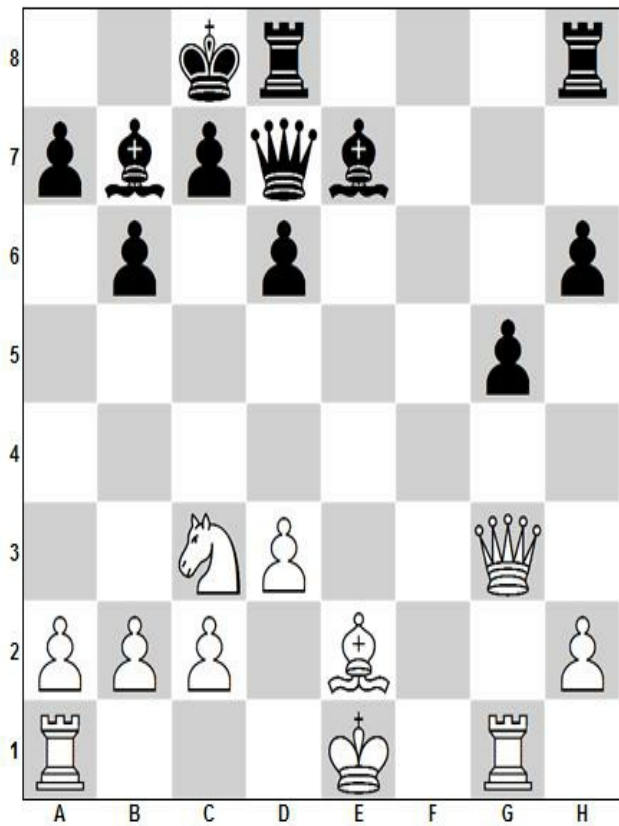
(772) Black to move



17...Qg4#

Variation from the game Kenneth Carabba
(964) – Pete Short (1517), Reggie Boone
Memorial Open, Round 5, February 11,
2009

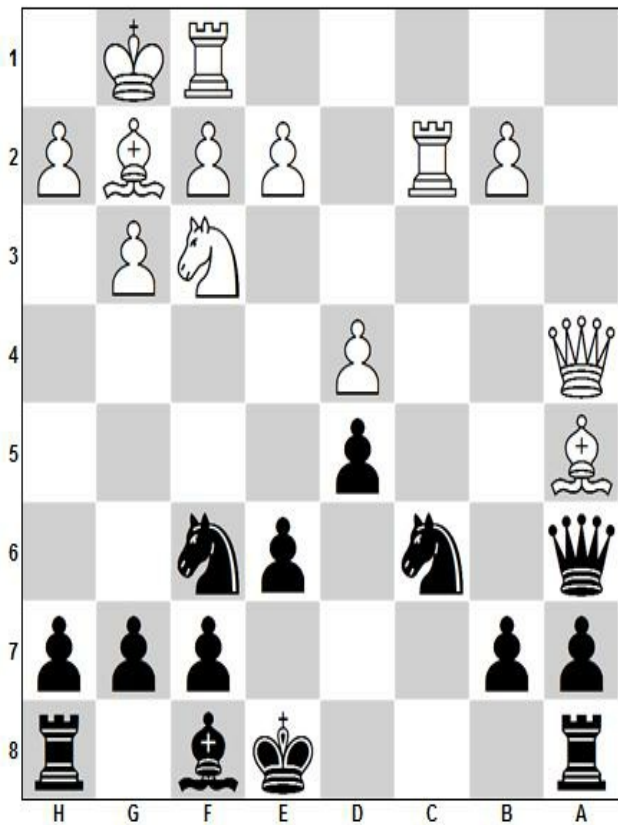
(773) White to move



22.Bg4 pins the Black Queen to the King

From the game Kenneth Carabba (964) –
Pete Short (1517), Reggie Boone
Memorial Open, Round 5, February 11,
2009

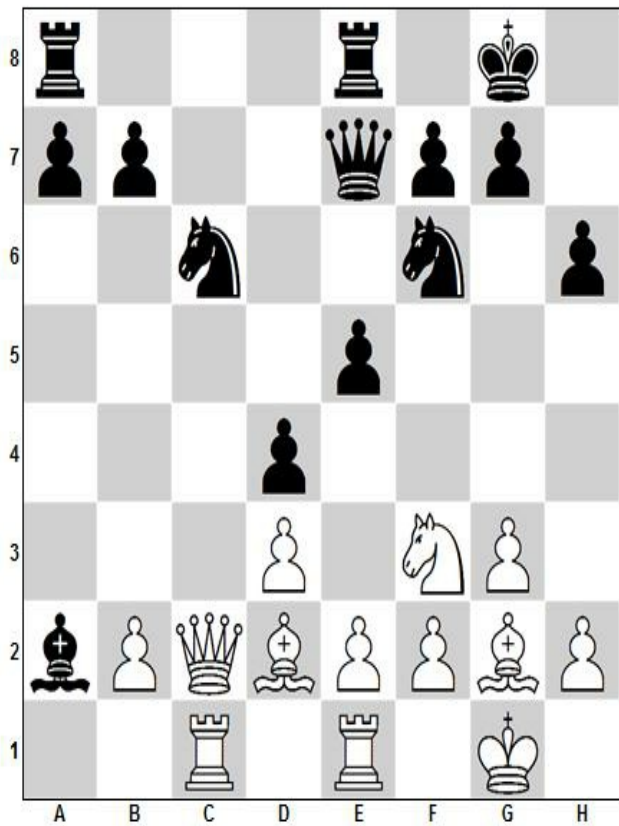
(774) Black to move



15...Qxa5 grabs a piece that is attacked twice, and defended once.

From the game Dean Brown (1542) – Tim Brennan (1706), Loveland Open, Round 2, February 2, 2008,

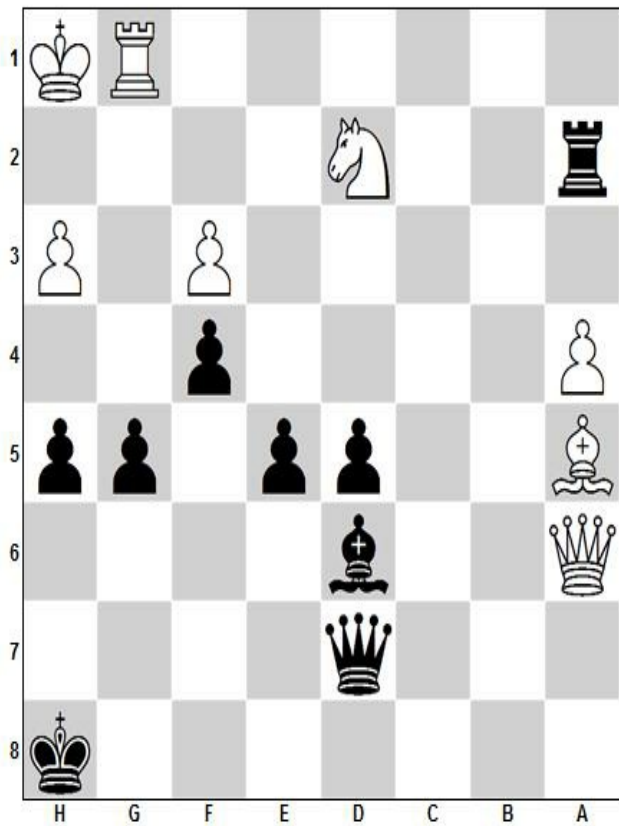
(775) White to move



16.b3 traps the Black bishop who grabbed a poison pawn.

Variation from the game Tim Brennan (1706) – Anthea Carson (1667), Loveland Open, Round 3, February 2, 2008

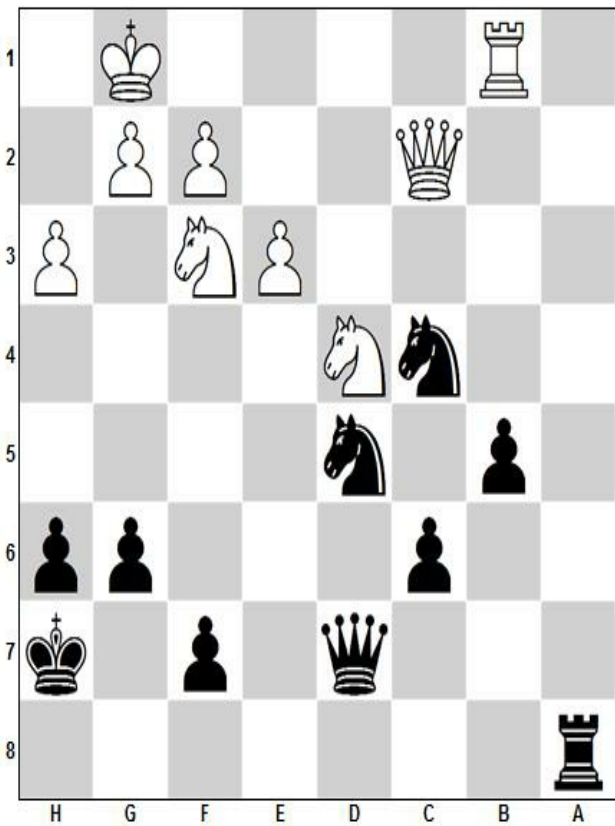
(776) Black to move



42...Qxh3#

Variation from the game jecidi (1661) –
Red House (1631), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

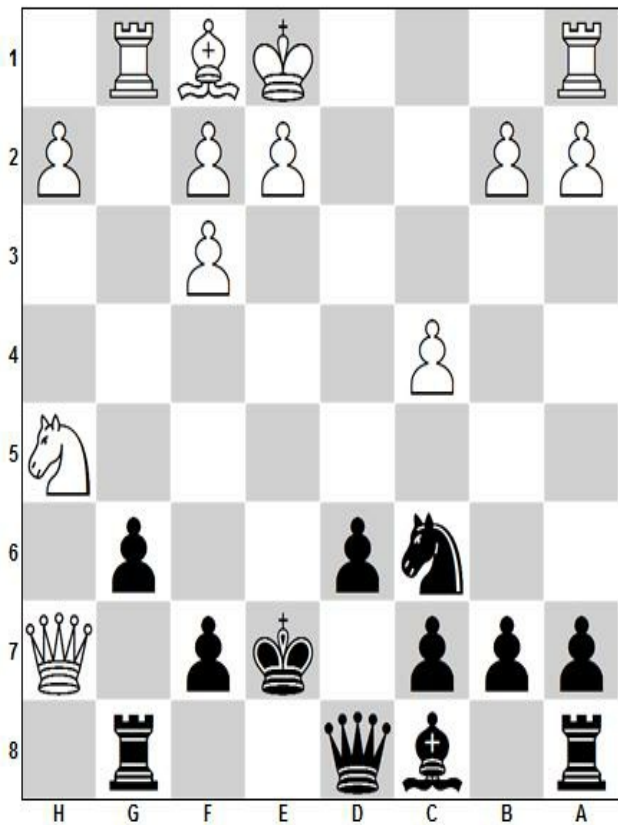
(777) Black to move



41...Na3 forks the Queen and Rook

From the game Tim Brennan (1706) –
Frank Deming (1754), Loveland Open,
Round 4, February 2, 2008

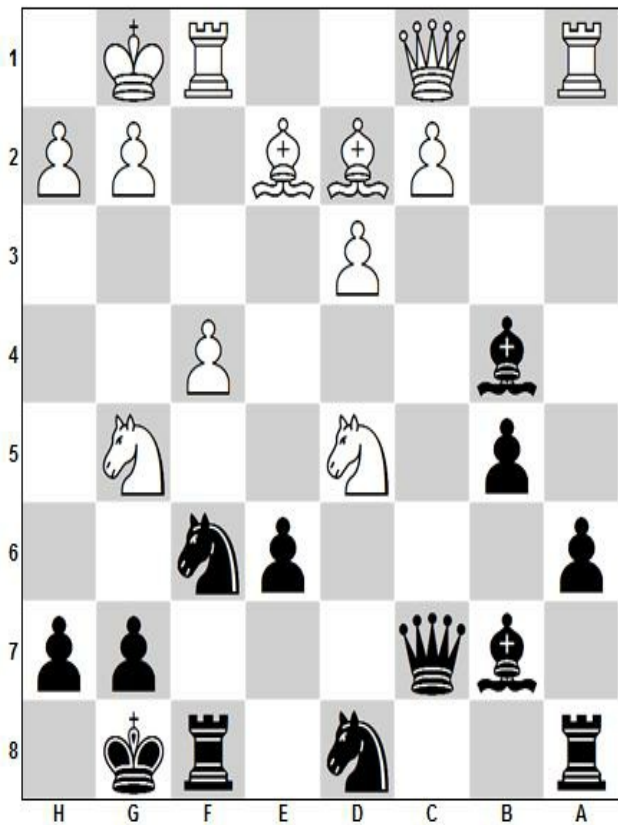
(778) Black to move



17...Rh8 skewers the Queen and Knight
18. Qg7 Rxh5

Variation from the game Tyler Hughes
(2245) – Tim Brennan (1712), Boulder
Winter Grand Prix, Round 2, January 26,
2008

(779) Black to move

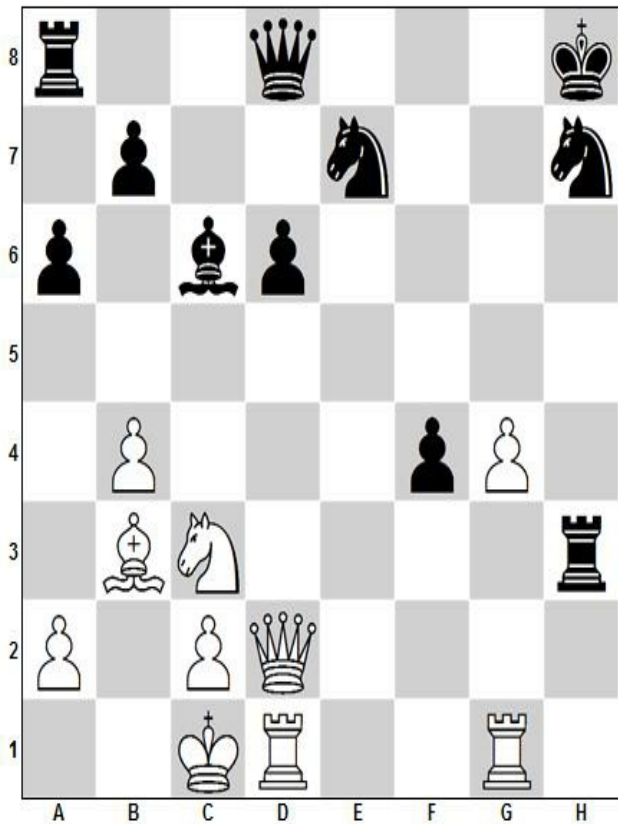


16...Nxd5

White thought they had a discovered attack, winning a pawn with 16. Nxd5?? but ***16...Nxd5*** captures the Knight, protecting the Black Bishop on b4.

From the game Francisco Baltier Jr (1588) - Jacquelyn De la Sa (1445), Tucson Open, Round 1, January 23, 2009

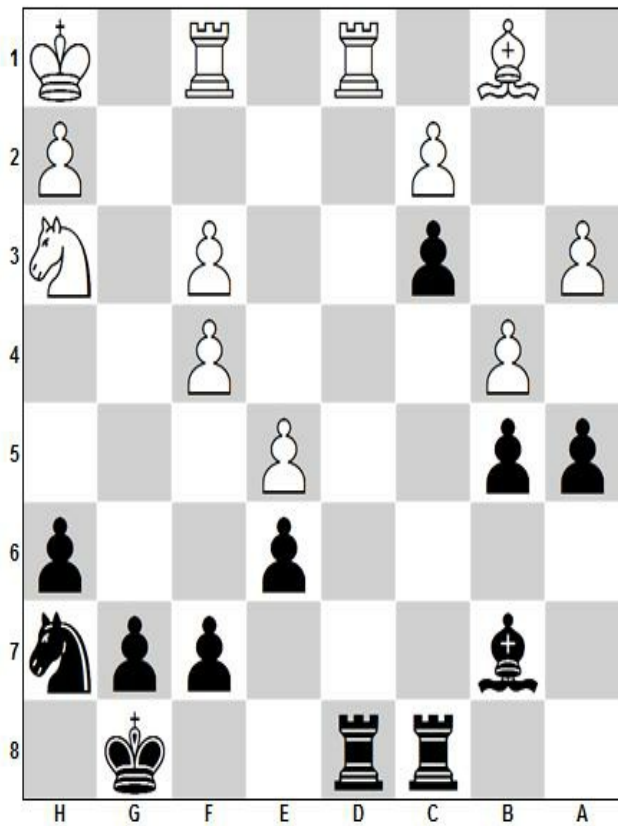
(780) White to move



28. Qd4+ and black will have to give up the Knight to get out of check **28... Nf6 29. Qxf6**

From the game Francisco Baltier Jr (1588) – Jonathan Boother (1447), Tucson Open, Round 5, January 25, 2009

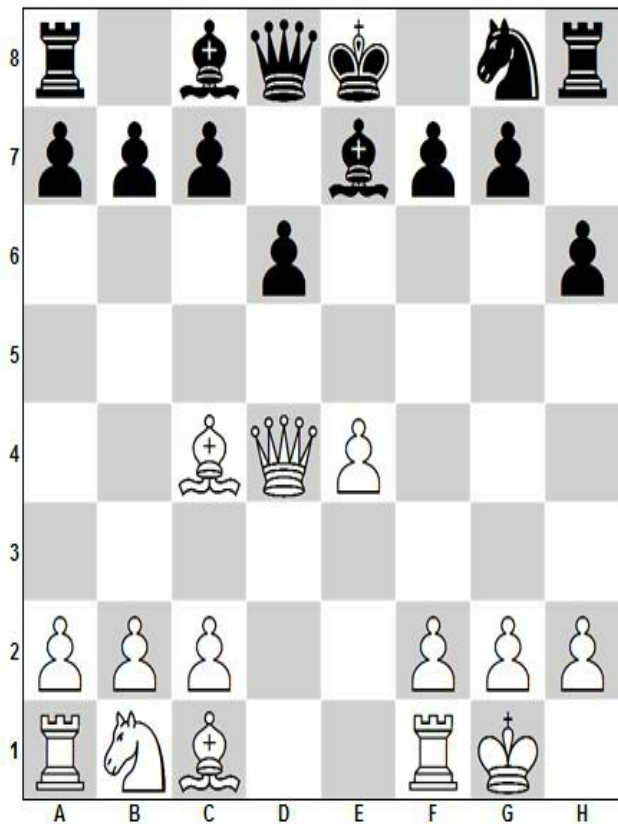
(781) Black to move



28...Rxd1 29. Rxd1 Bxf3+ forks the King and Rook. Starting off with **28...Bxf3+** works also.

From the game jecidi (1661) – porygon (1958), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

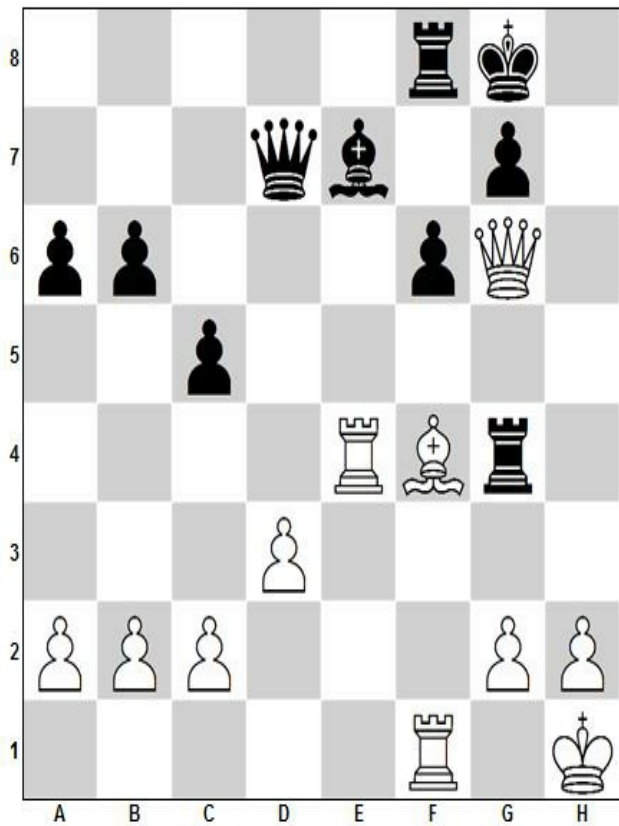
(782) White to move



8. Qxg7 taking a pawn, threatening the Black Rook on h8, and check on f7. Black has no good way to deal with all these problems.

From the game jecidi (1661) – friis76 (1349), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

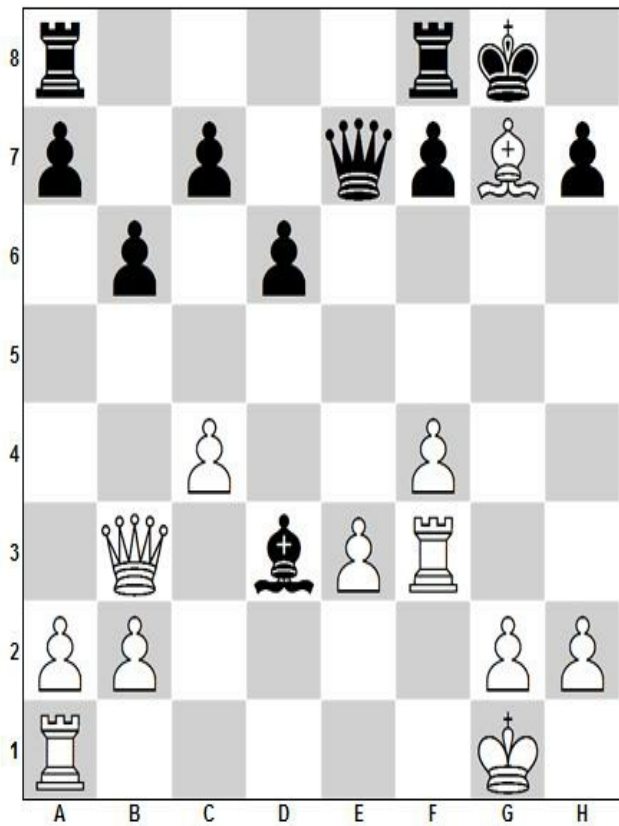
(783) White to move



28. *Rxe7* takes the bishop, and deflects the Black Queen from the defense of the Rook on g4. **28...*Qxe7* 29. *Qxg4***

From the game Francisco Baltier Jr.
(1525) – George Kline (1252), 2007
Foothills Open, Round 1, December 15,
2007

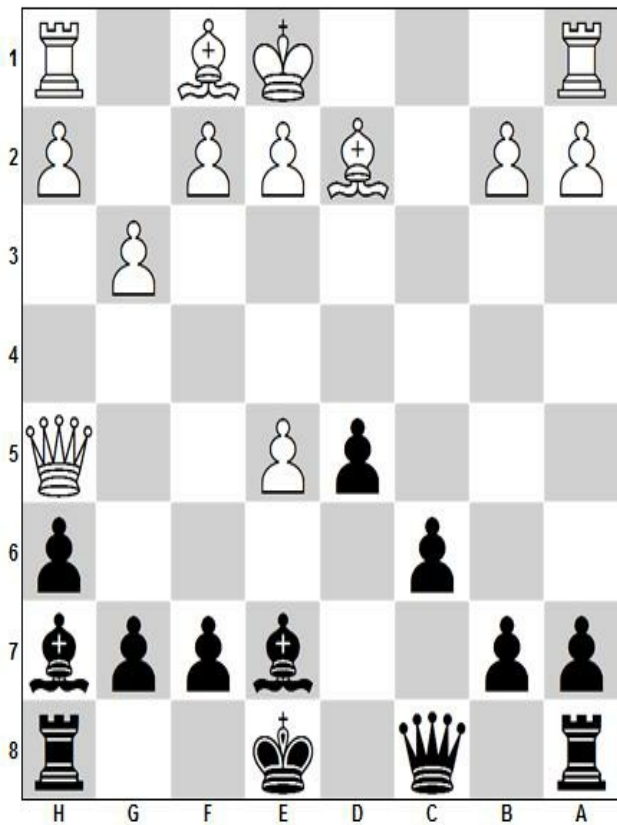
(784) White to move



18.Bxf8 White has several reasonable moves to consider, but taking the Rook is best, because it also attacks the Queen.
18...Kxf8 19. Qxd3, and White is up a Rook.

Variation from the game Justin Arnold (1132) – Francisco Baltier (1525), 2007 Foothills Open, Round 2, December 15, 2007

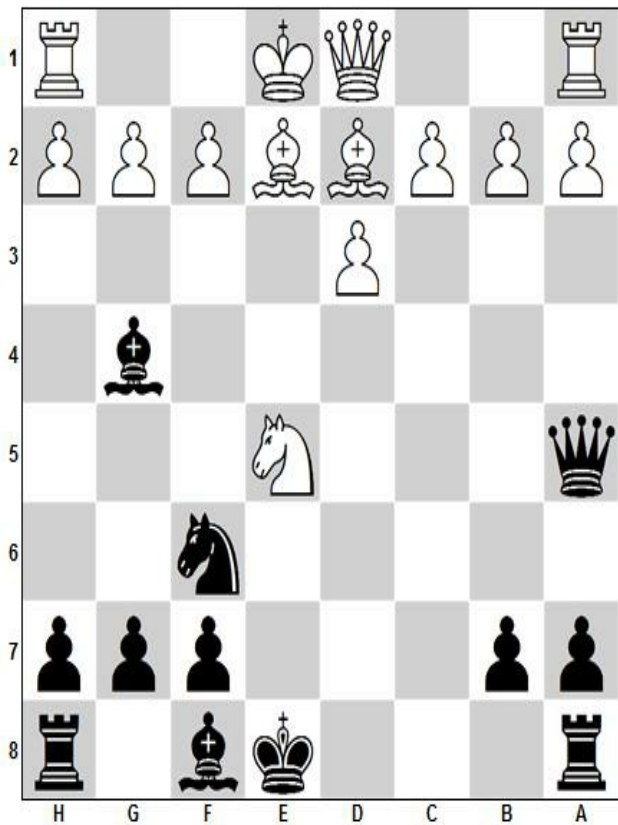
(785) Black to move



16...Bf5 a surprising move that punishes the early development of the White Queen. There are no good squares for the Queen. Black is threatening **17...g6** trapping the Queen. If **17. Qf3 Be4** skewers the Queen and Rook.

Missed in the game Hunter Brogna (1377)
– Francisco Baltier (1525), 2007
Foothills Open, Round 4, December 15,
2007

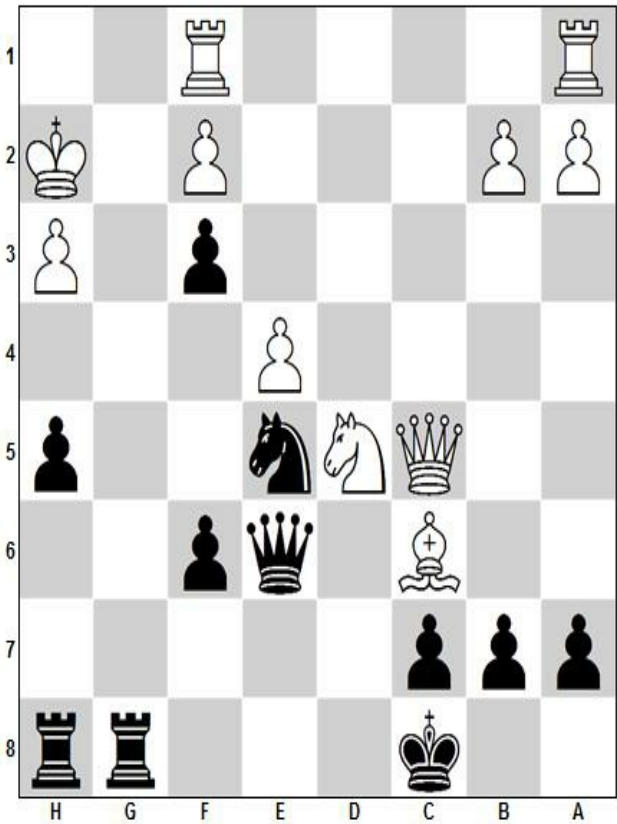
(786) Black to move



10...Qxe5 Black played a useful forking check on the previous move, and collects his winnings here. This is a good pattern to know.

From the game Jonathan Jorgensen (903) – Aaron Rubi (869), 1998 Winter Springs Open, Round 1, December 5, 1998

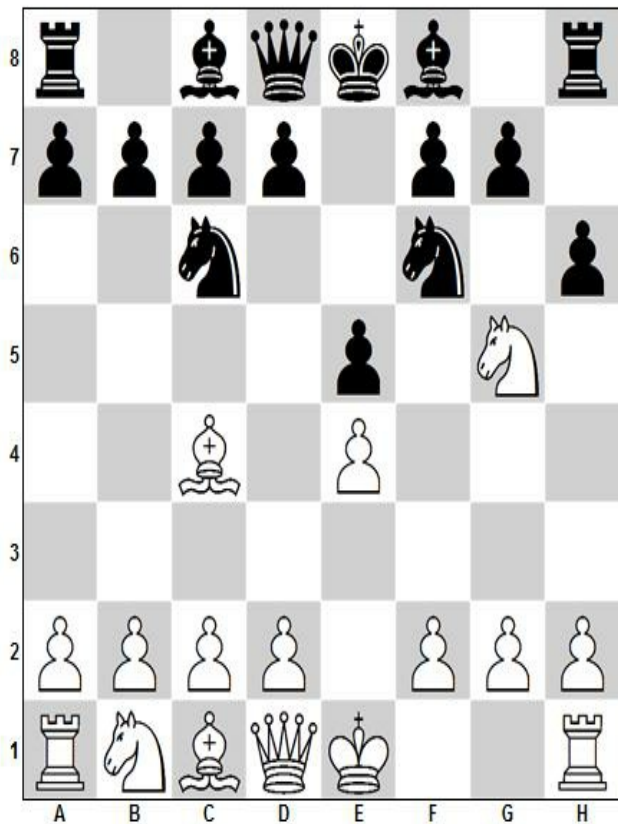
(787) Black to move



22...Rg2+ 23. Kh1 Qxh3 is a nice mate in two.

From the game Elchoma (1533) –
Zonagrad (1383), FICS, February 25,
2011

(788) White to move

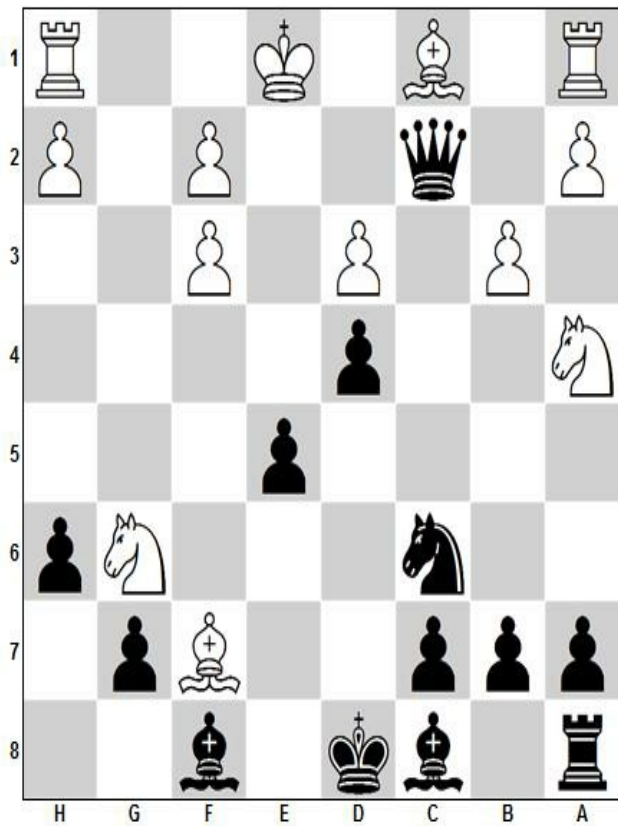


5.Nxf7 a common tactic in the Fried Liver Attack, winning a pawn, and forking the Black Queen and Rook.

http://en.wikipedia.org/wiki/Two_Knights

From the game Giuseppe (824) – Wms (1068), May 2009 Banded Hardcore Grand 0-1150, Round 1, May 10, 2009

(789) Black to move



14...Bb4+ leads to a surprising opening checkmate.

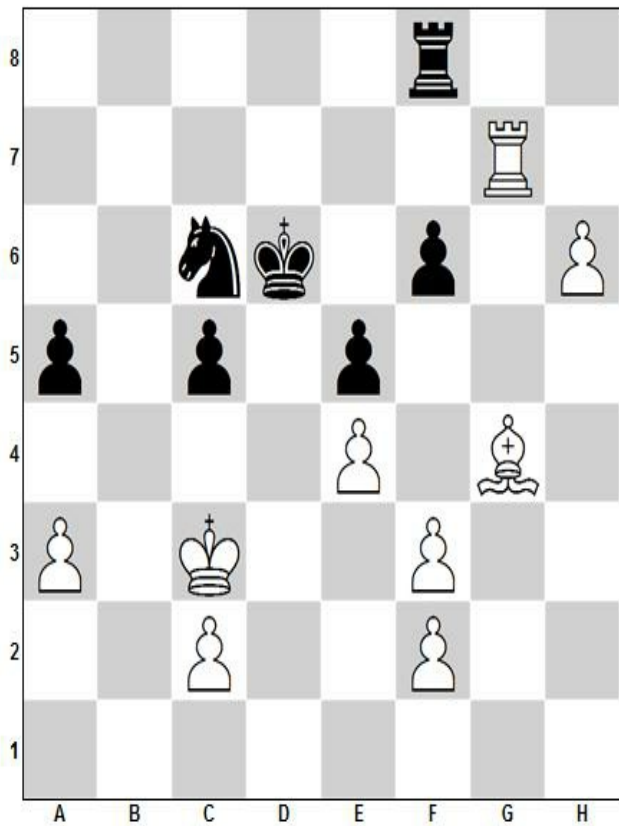
15.Nc3 Bxc3+ 16.Bd2 Qxd2+ 17.Kf1 Bh3+ 18.Kg1 Qg5#

or

15.Kf1 Bh3+ 16.Kg1 Qd1#

Missed in the game Giuseppe (824) –
Wms (1068), May 2009 Banded Hardcore
Grand 0-1150, Round 1, May 10, 2009

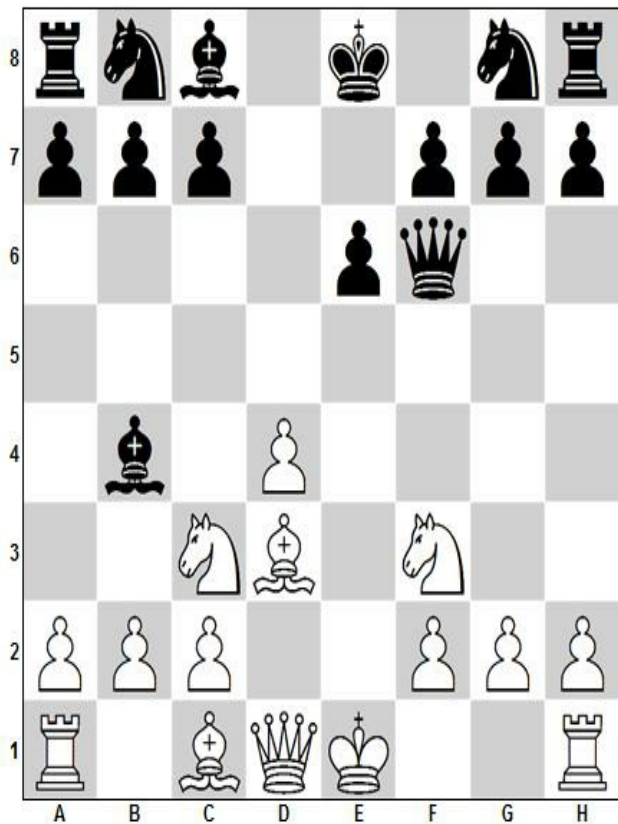
(790) White to move



34.Rd7#

From the game G Atri (738) – Unicorn (881), January 2008 Long Haul III, Round 1, redhotpawn.com, January 11, 2008,

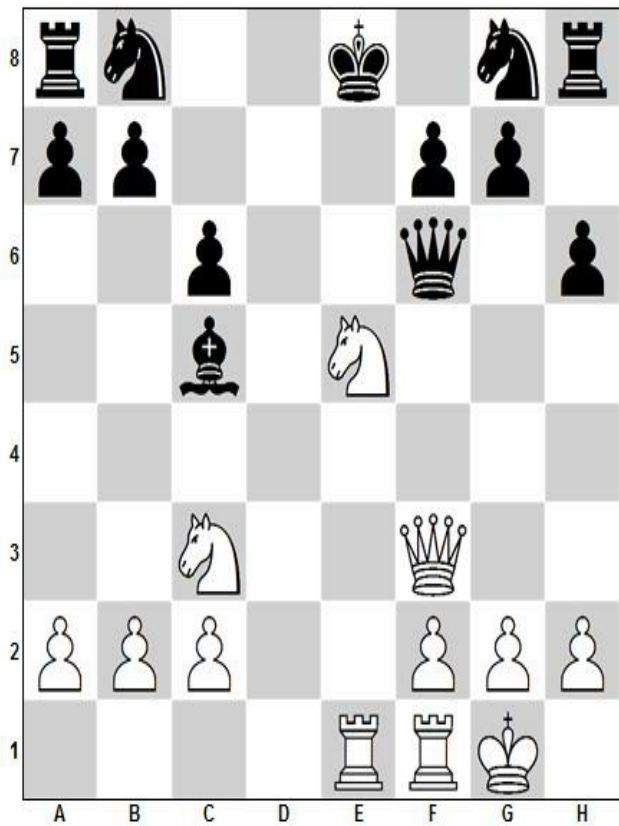
(791) White to move



7.Bg5 traps the Black Queen

Missed in the game Giuseppe Grano (824)
– Buttheadjw (965), November 2007 Long
Haul Banded 0-1200, Round 1, November
30, 2007

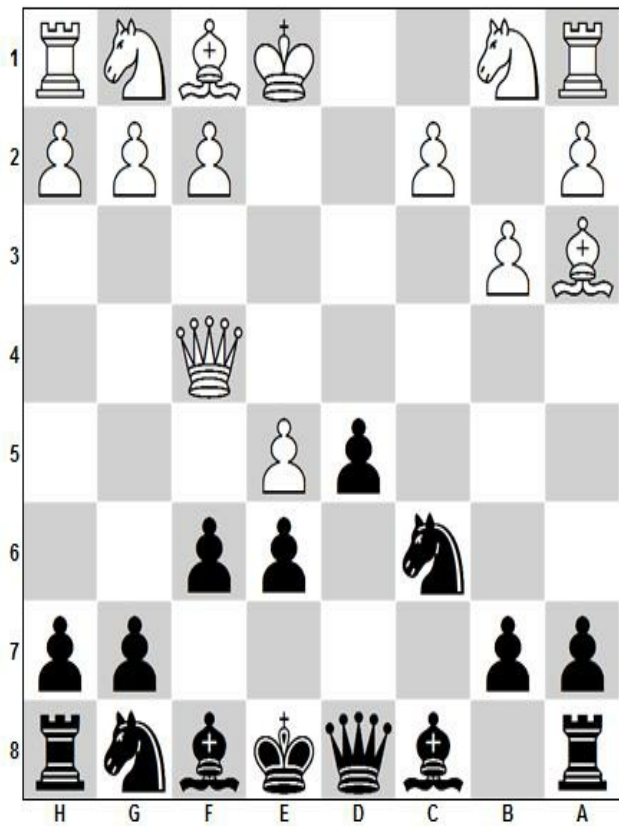
(792) White to move



15.Ng4+ Wins the Queen with a
discovered check

Variation from the game rockatansky
(1428) – petronus (1168),
redhotpawn.com 2012 Championship,
Round 1, February 1, 2012

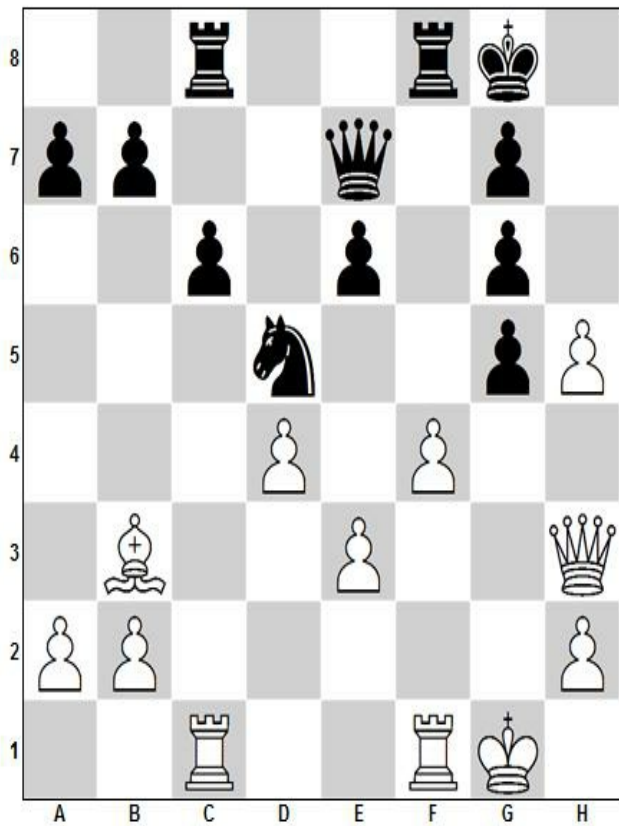
(793) Black to move



7...Bxa3 8. Nxa3 Qa5+ wins a piece for Black.

From the game rockatansky (1428) –
rookguy (1606), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

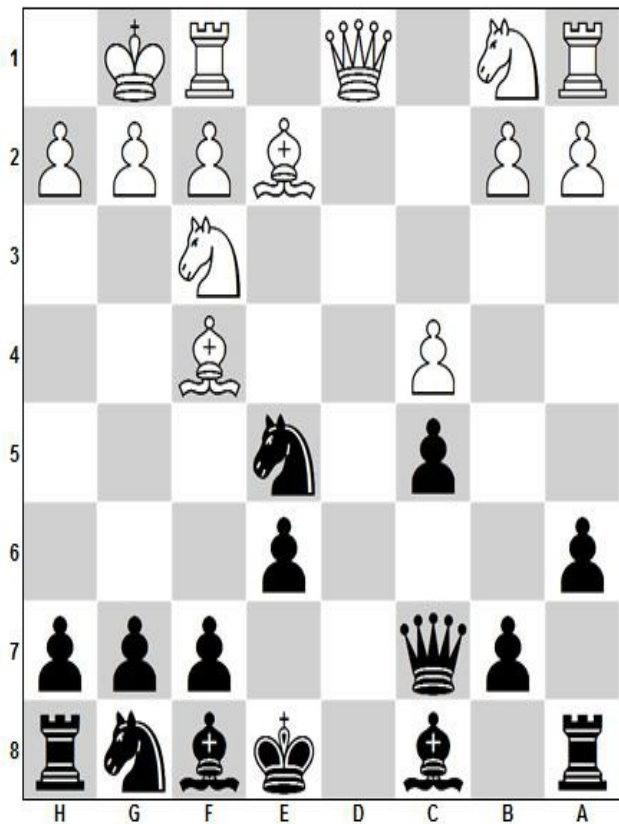
(794) White to move



24.hxg6 wins one of Black's tripled isolated pawns, with the threat **Qh7#**.
24...Nf6 is the best defense, but allows
25. Bxe6+ and Black loses major material. The actual game continued **24...Rf6 25. Qh7+ Kf8 26. Qh8#**

From the game Timmybx (1611) – Zonograd (1763), Challenge, redhotpawn.com, February 23, 2008.

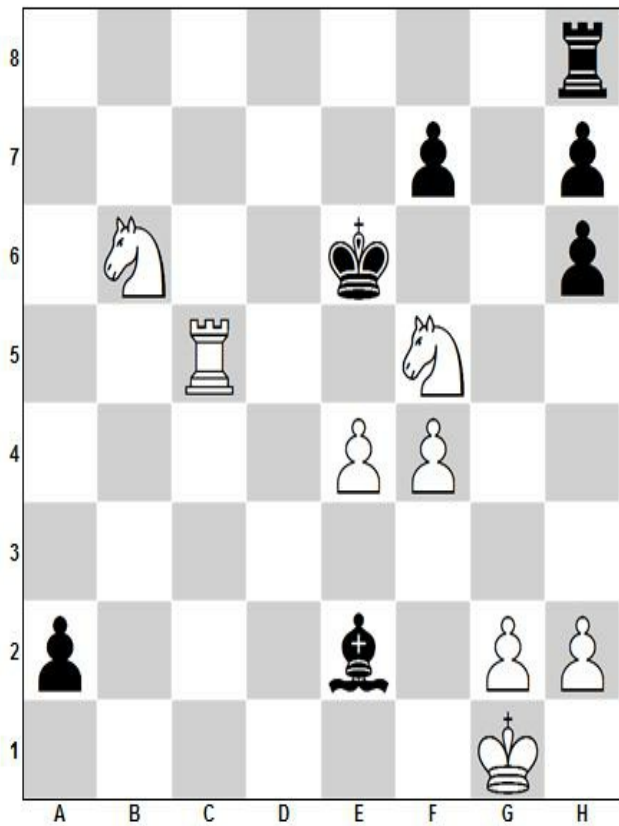
(795) Black to move



9...Nxf3+ clearance allowing **10. Bxf3**
Qxf4

Missed in the game rockantansky (1428) –
Thys (1368), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

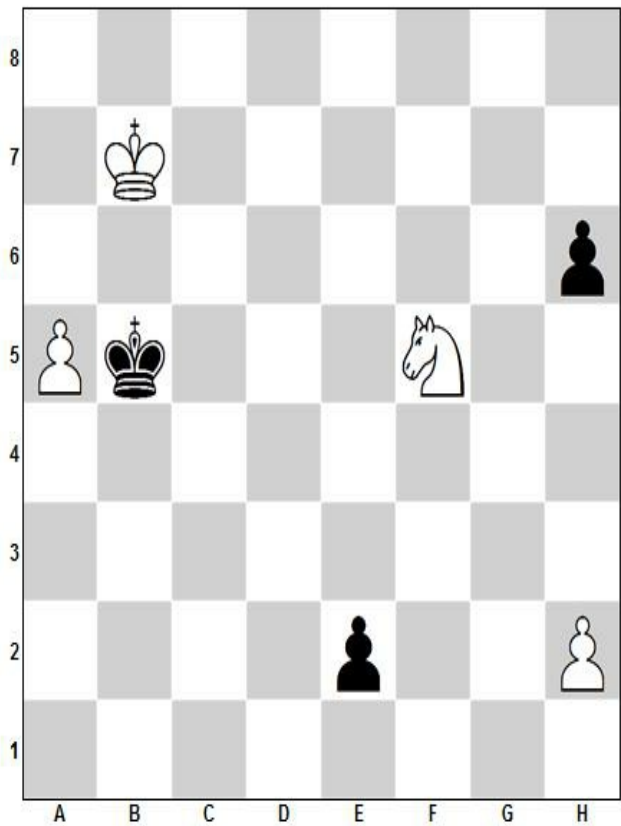
(796) White to move



33.Rc6#

Missed in the game G. Atri (734) –
Harazd (1154), November 2007 Long
Haul VIII, Round 1, November 29, 2007

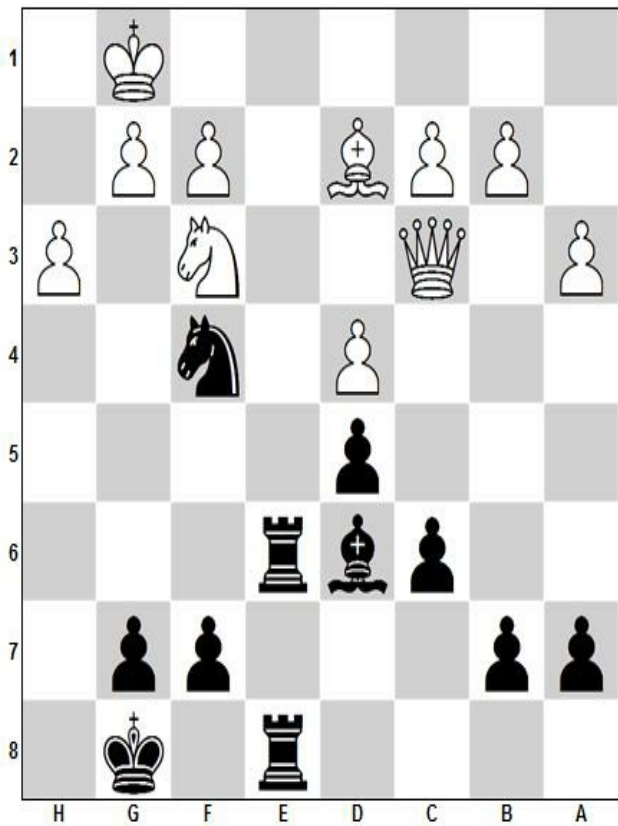
(797) White to move



42.Nd4+ forks the King and e pawn that was about to Queen.

Variation from the game Counterpoint (1708) – G Atri, November 2007, Long Haul Banded 1500+, redhotpawn.com, Round 1, December 3, 2007

(798) Black to move

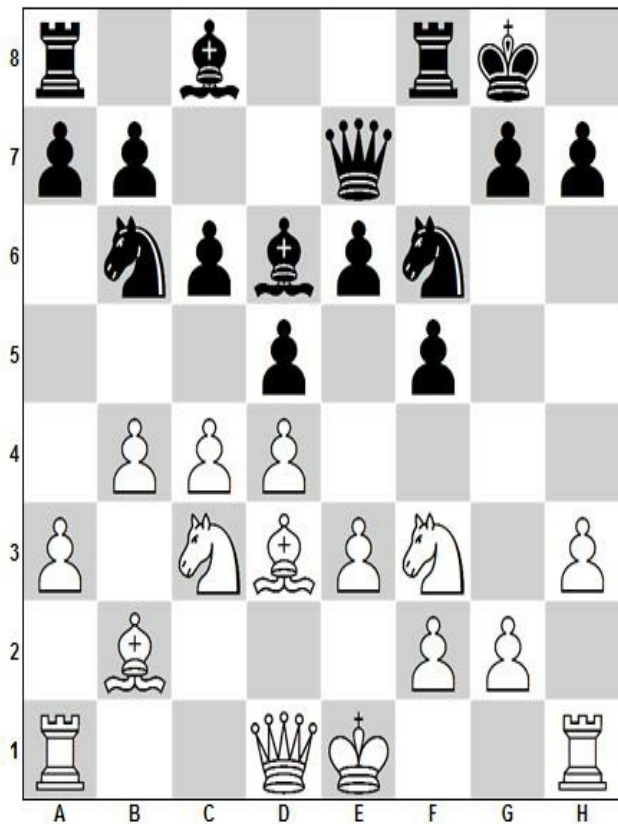


23...Ne2+ forks the White King and Queen

From the game Mrbobs (1297) – rookguy
(1606), redhotpawn.com 2012

Championship, Round 1, February 1, 2012

(799) White to move



11.c5 forks the Black Bishop and Knight

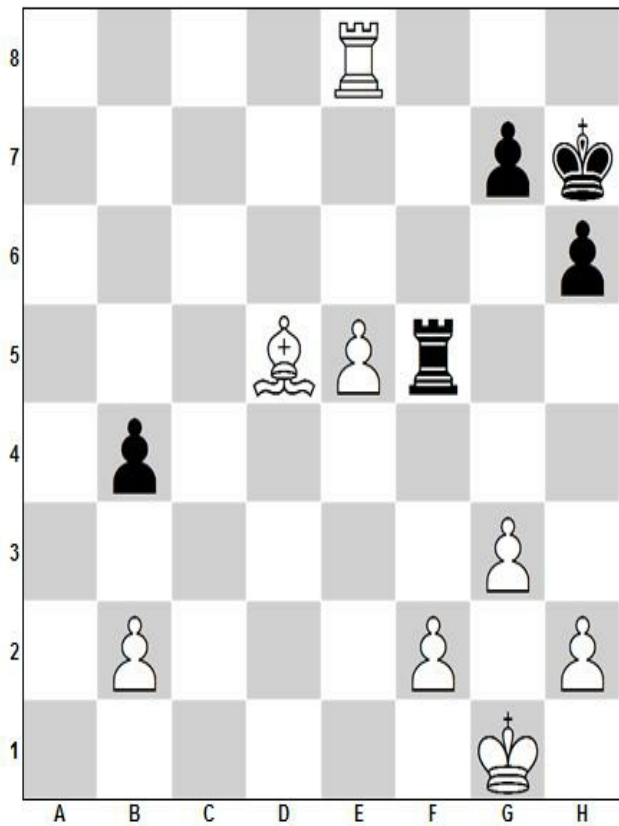
From the game Thys (1368) – Startreader
(995), redhotpawn.com 2012

Championship, Round 1, February 1, 2012



Problems
800-899

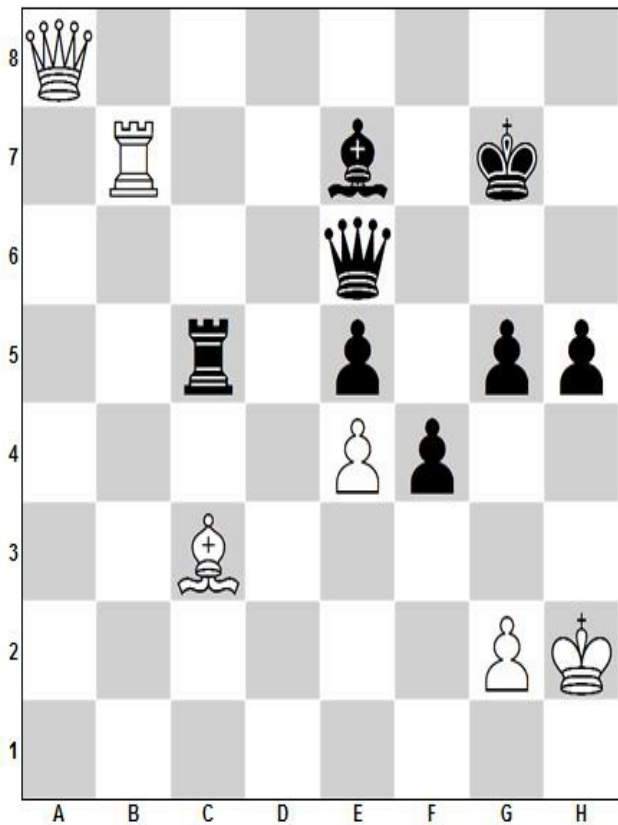
(800) White to move



30.Be4 pins the Black Rook to the King, allowing White to trade down to an easy endgame.

From the game Arnoud (2343) – friis76 (1349), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

(801) White to move

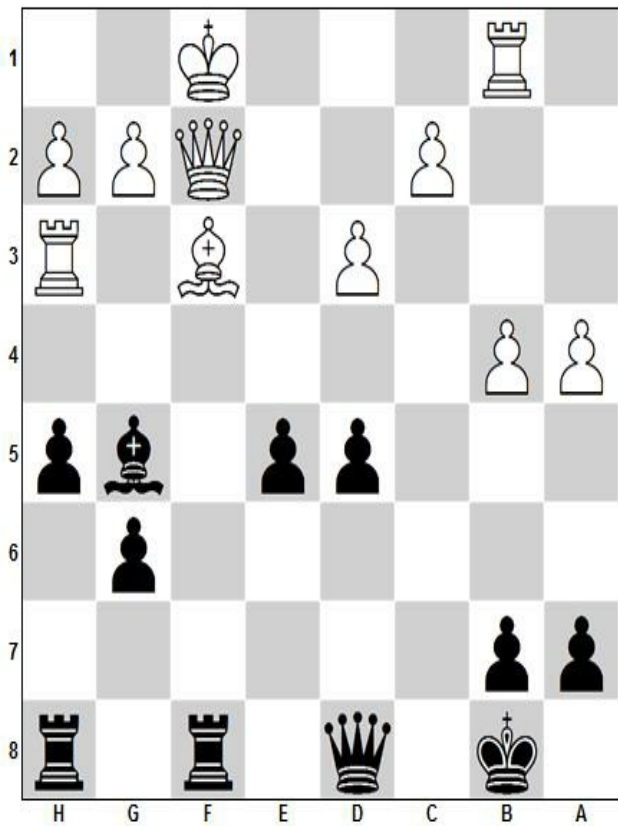


51. Qe8 pins and adds a second attacker to the Black Bishop on e7, and threatens the move **52. Rxe7+** winning a piece, and forking the Black King and Queen.

If **51...Kf6** **52. Bb4** skewering the Rook and adding an Xray attacker to the Bishop on e7.

Missed in the game jecidi (1661) – Red House (1631), redhotpawn.com 2012
Championship, Round 1, February 1, 2012.

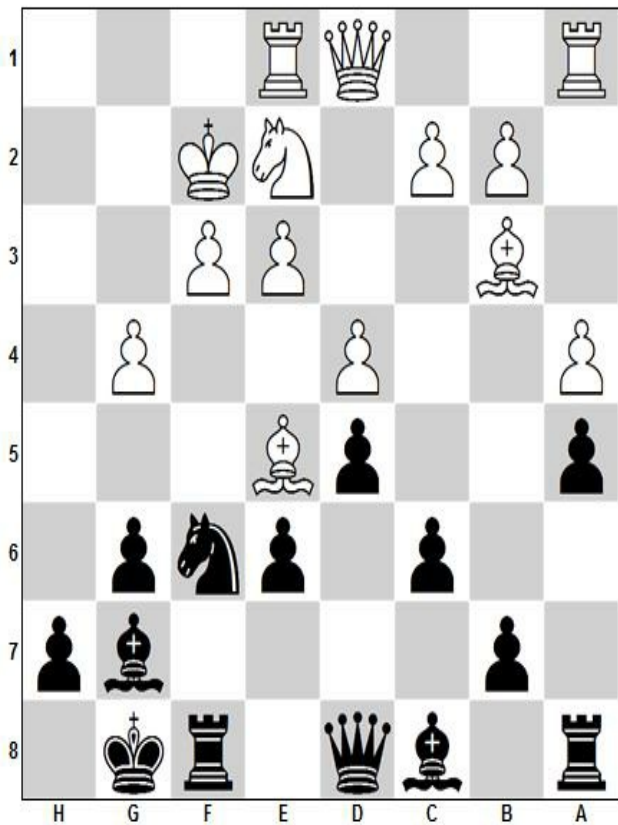
(802) Black to move



31...e4 attacks the pinned bishop, **32. dxe4**
dxe4 and black will win the pinned piece.

From the game Sreeker Bommireddy
(1461) – Francisco Baltier Jr. (1540),
2009 Eastside Chess Club Championship,
Round 1, Tucson, AZ, February 4, 2009

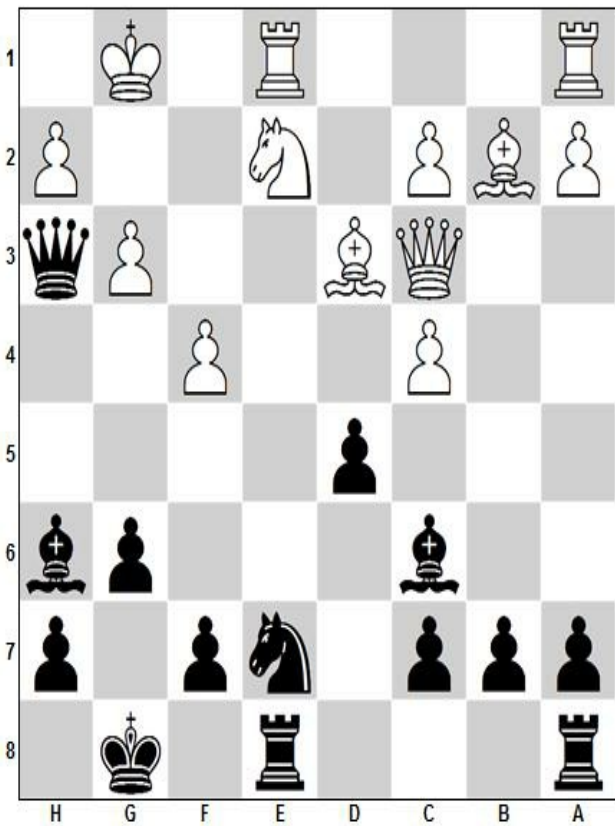
(803) Black to move



18...Nxg4+ wins a pawn (the f pawn is pinned), and the knight now attacks the weak e3 pawn, which cannot be defended after the White King gets out of check.

From the game Thys (1368) – brit
commando (1476), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

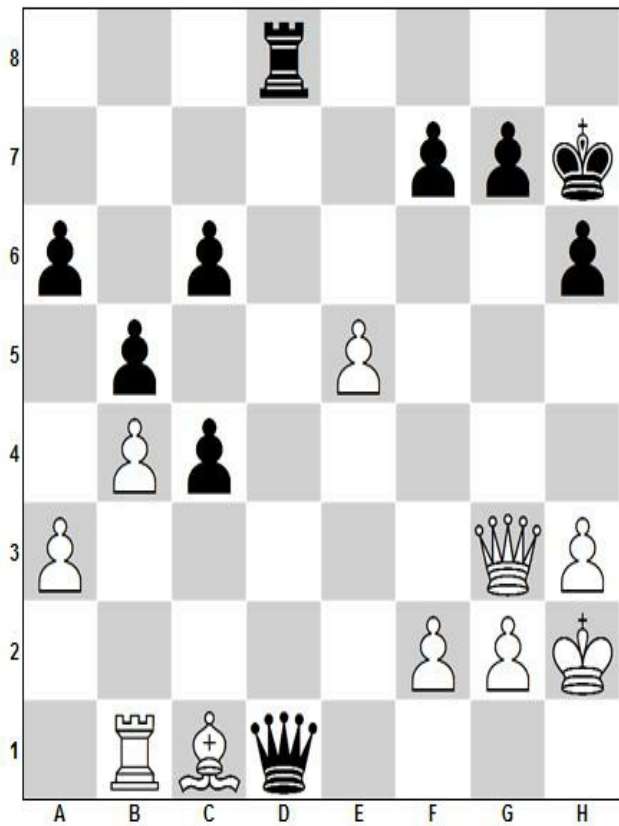
(804) Black to move



20...d4 attacks the White Queen, and threatens mate with **Qg2#** White cannot stop the mate.

From the game Itsyouthatiadore (2098) – Timmybx (1628), redhotpawn.com, June 2009 Octet II, Round 1, June 2, 2009,

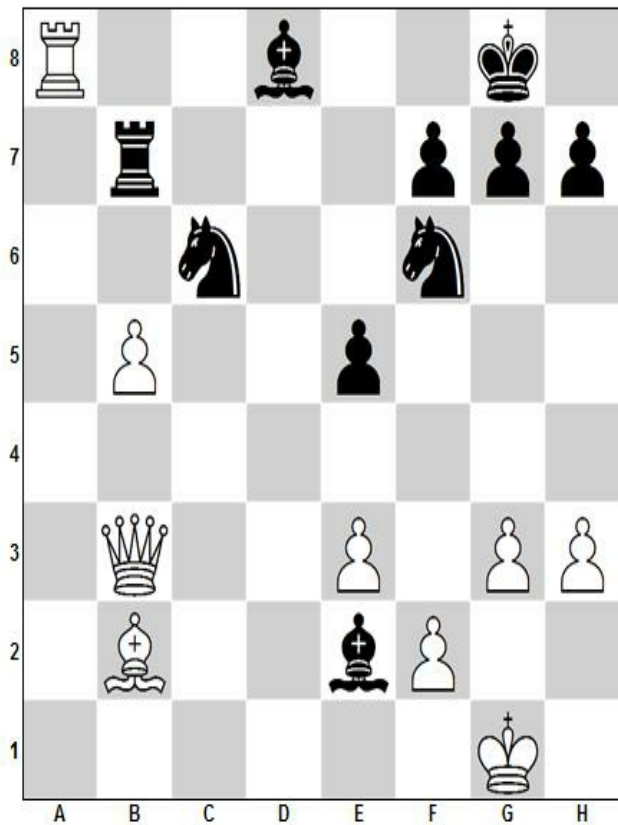
(805) White to move



27.Bxh6 discovered attack on the Black Queen with the threat Qxg7#. Black will lose the Queen or be mated.

From the game Thys (1368) – rookguy
(1606), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

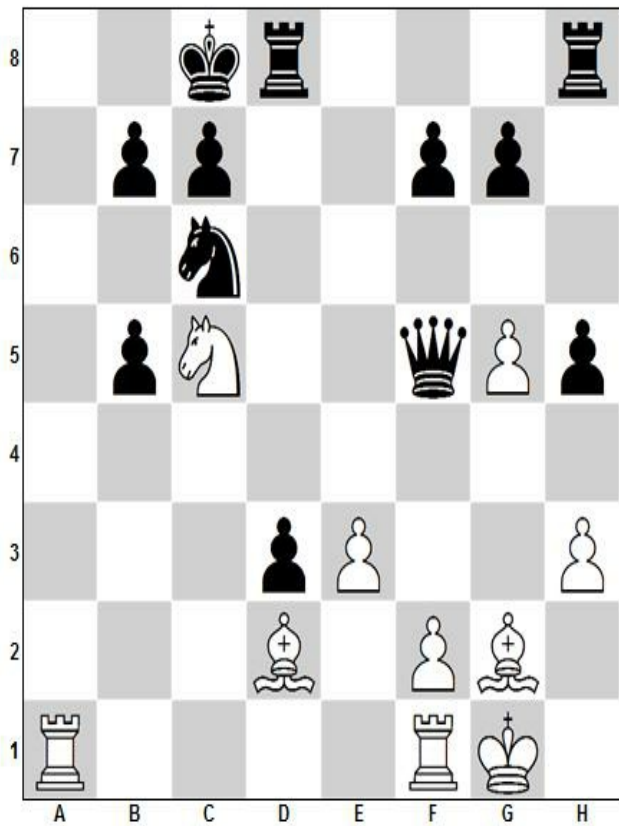
(806) White to move



26.bxc6!! got a double exclamation from Deep Rybka. This move removes the defender of the Black Bishop on d8, and discovers an attack on the Black rook on b8. White is threatening a back rank mate, and wins a piece. Black cannot save the Rook, and protect the Bishop.

Variation from the game Porygon (1958) – Friis76 (1349), 2012 Championship, Round 1, February 1, 2012

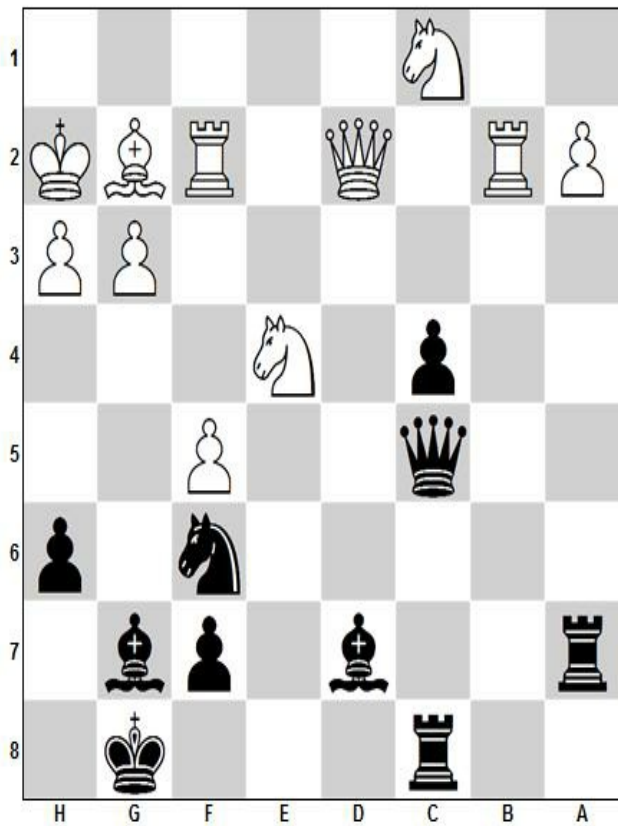
(807) White to move



24. *Ra8+ Nb8* 25. *Bxb7#*

Variation from the game porygon (1958) –
schlammblut(1272), 2012 Championship,
Round 1, February 1, 2012

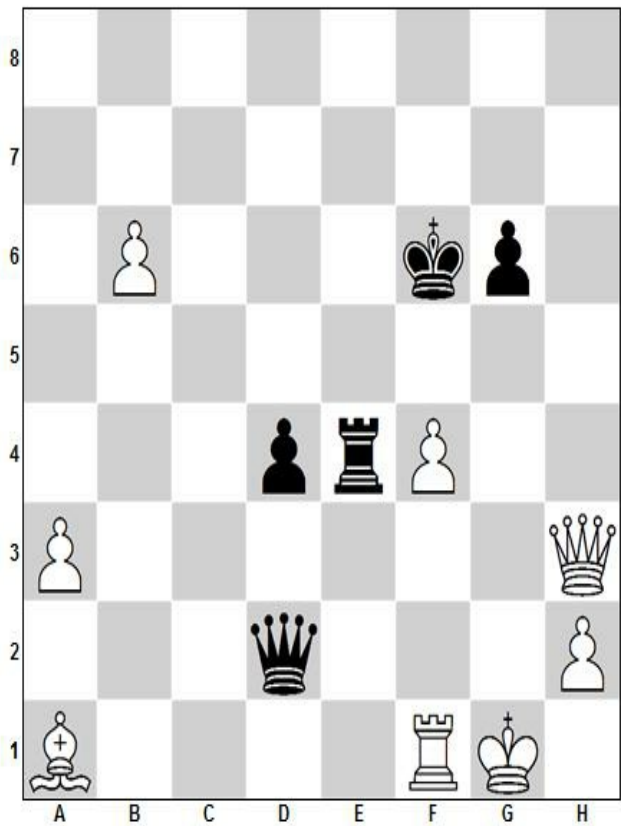
(808) Black to move



29...Nxe4 takes a piece with a discovered attack on the rook on b2. White cannot recapture and save the rook at the same time.

From the game porygon (1958) –
Inspector5251 (1321), 2012
Championship, Round 1, February 1, 2012

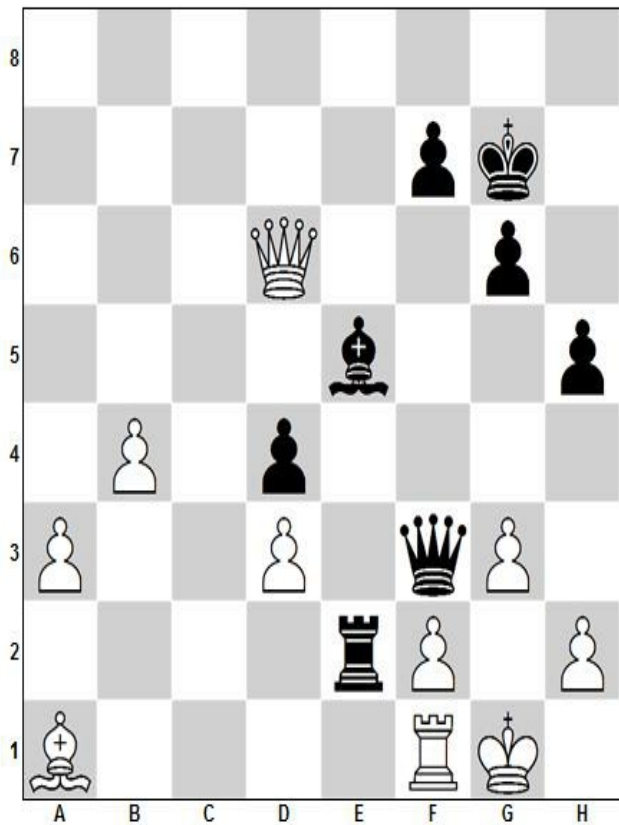
(809) White to move



39.b7 and the b pawn cannot be stopped
from Queening

From the game porygon (1958) –
Inspector5251 (1321), 2012
Championship, Round 1, February 1, 2012

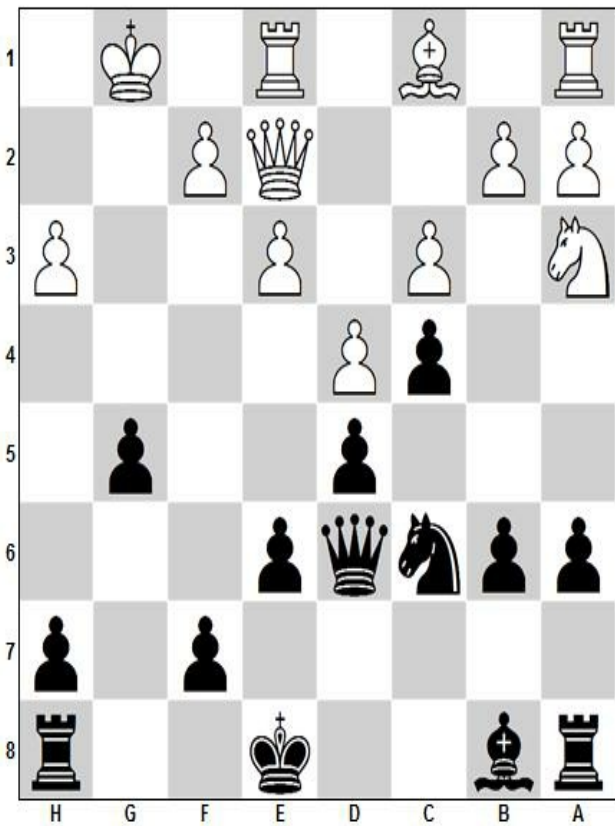
(810) White to move



27.Bxd4 wins a pawn, and pins the Black Bishop to the Black King, preventing Bxd6, **27...Bxd4 Qxd4** and White goes into an winning endgame.

From the game porygon (1958) –
Inspector5251 (1321), 2012
Championship, Round 1, February 1, 2012

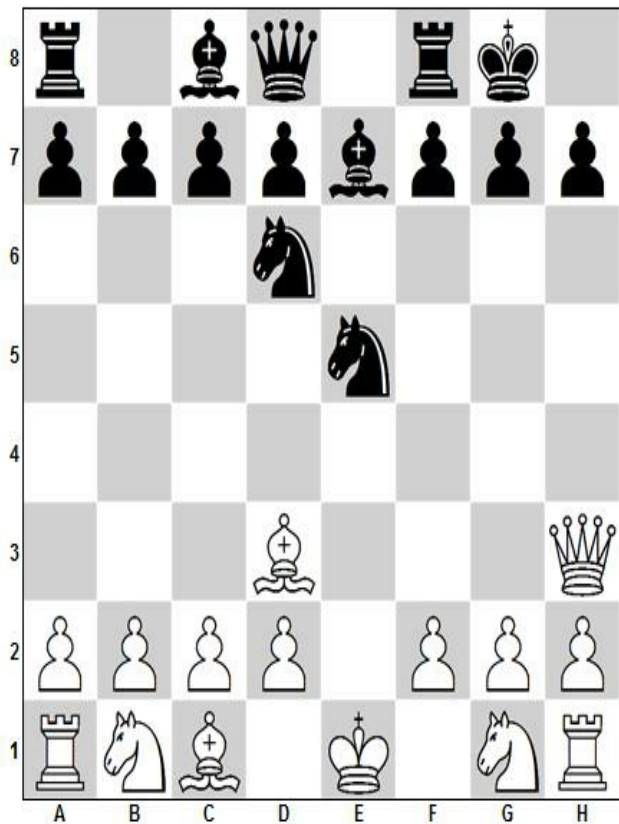
(811) Black to move



20...Qh2+ 21. Kf1 Qh1#

Variation from the game Skylane (918) –
Floyd4219 (1062), Aug 06 Mini Banded
Threesomes 1050-1100, Round 1,
September 18, 2006

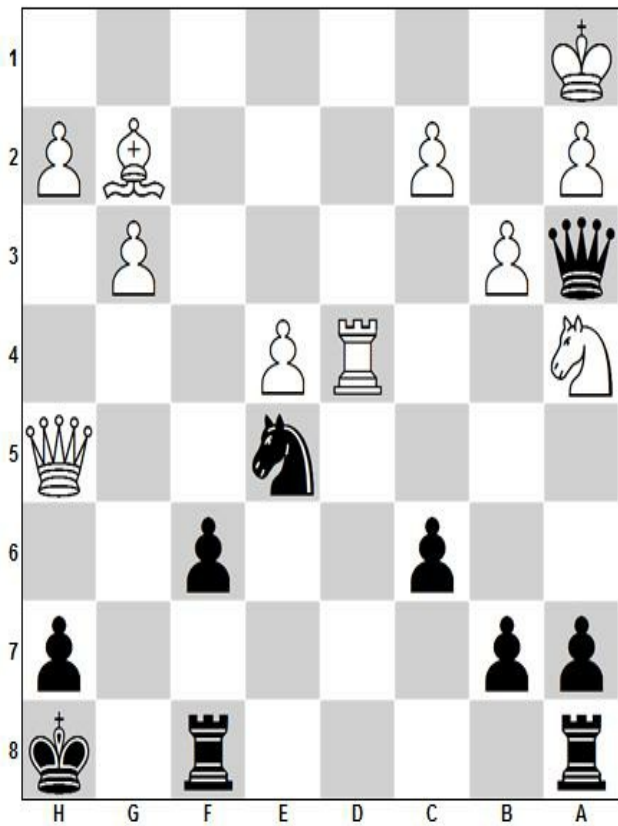
(812) White to move



9. *Qxh7*# a common mating pattern seen in scholastic games.

Variation from the game Chandler
Matthew Meinders (412) – Devon Wall
(717), 2011 Colorado State Scholastic
Championship, Round 3, February 19,
2011.

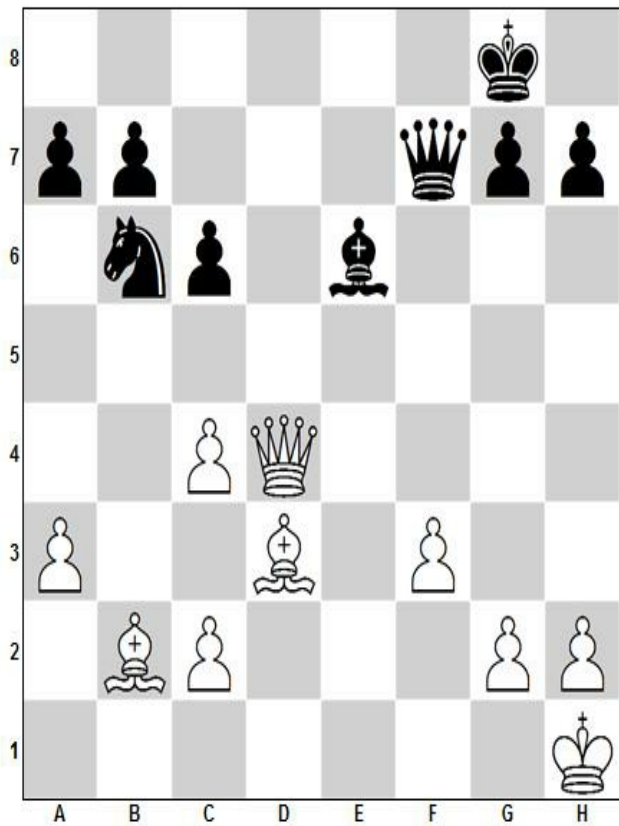
(813) Black to move



29...Qc1#

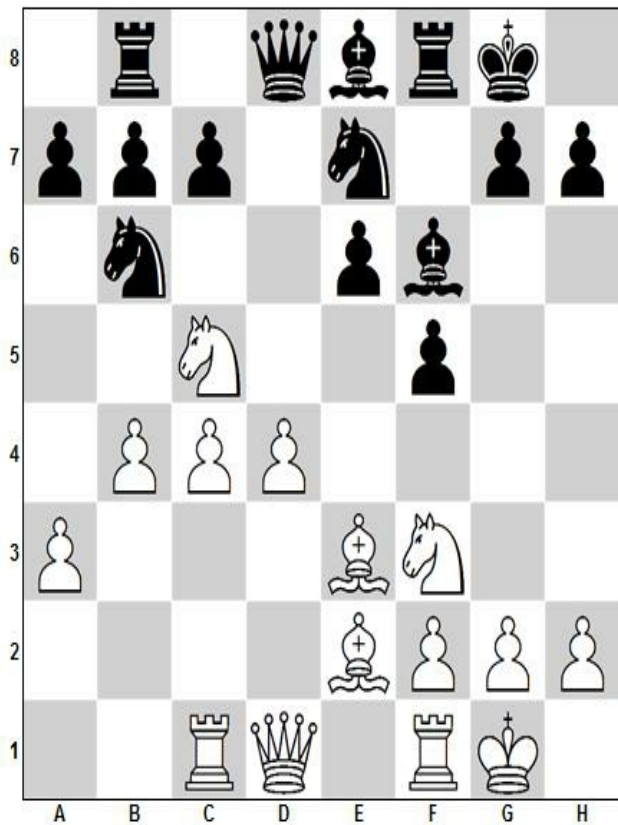
Variation from the game Brendon Barela
(1675) – Derek Austin Fish (1200),
USAFA Quads 2009

(814) White to move



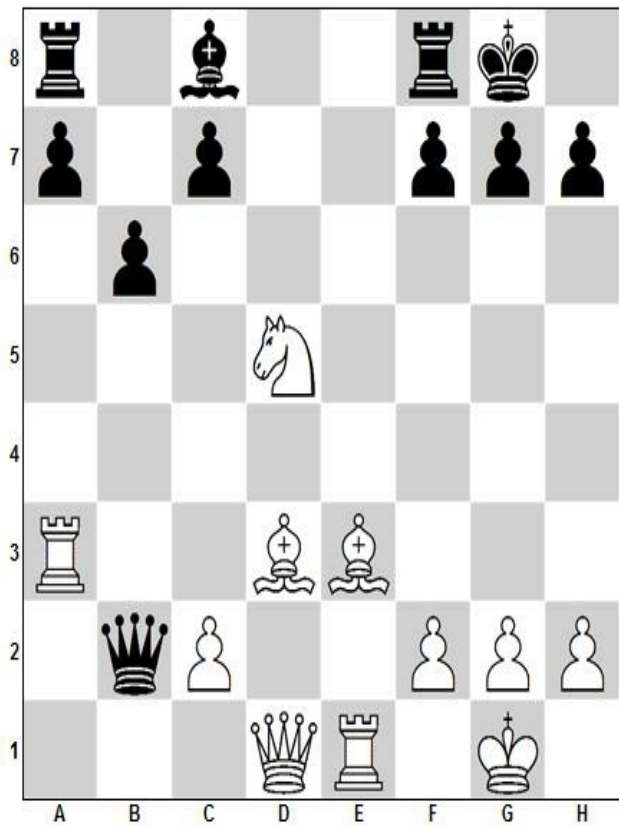
28. $Qd8^+$

(815) White to move



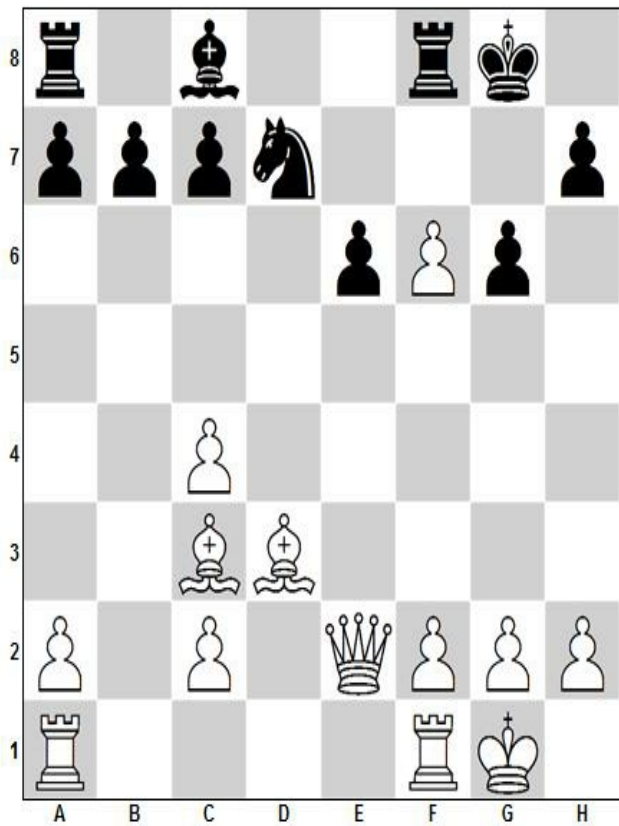
15.Nxe6

(816) White to move



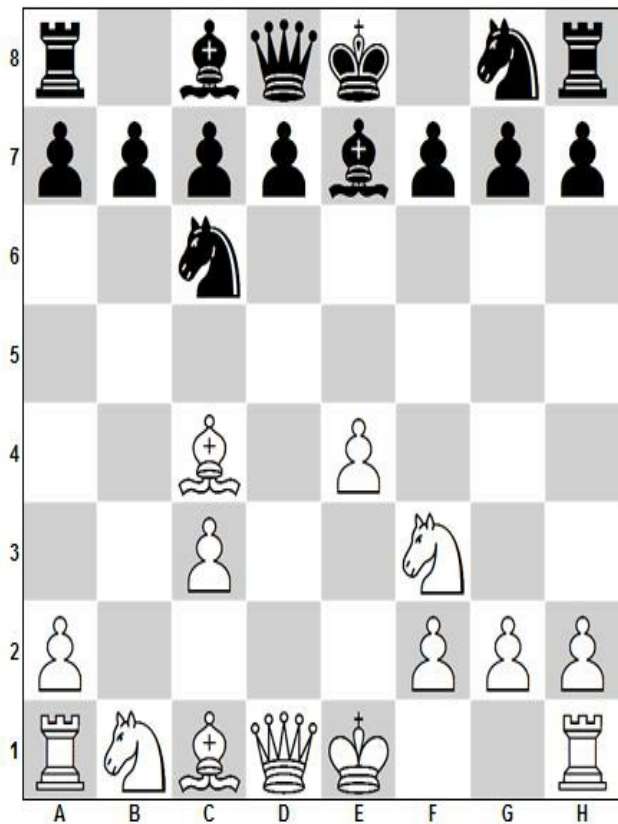
17.Bxh7+

(817) White to move



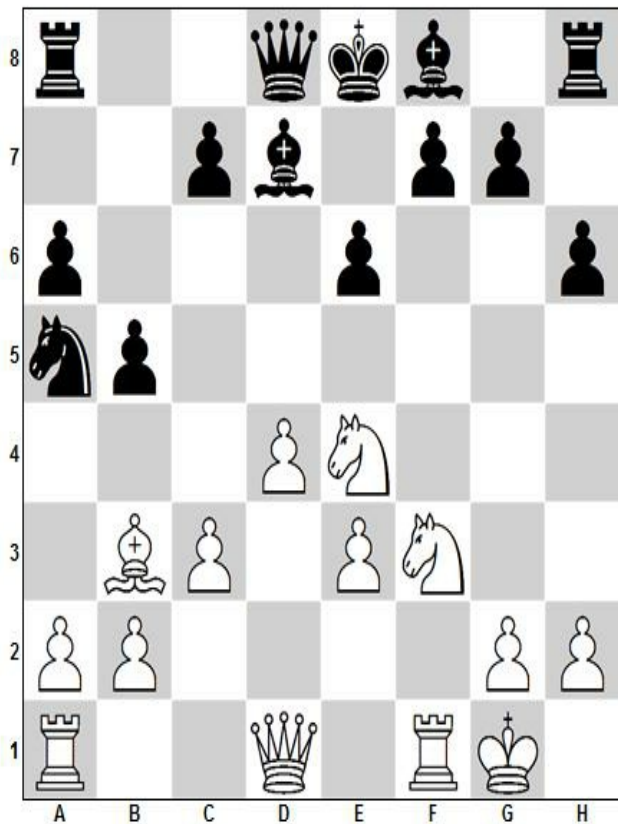
18.Qxe6+

(818) White to move



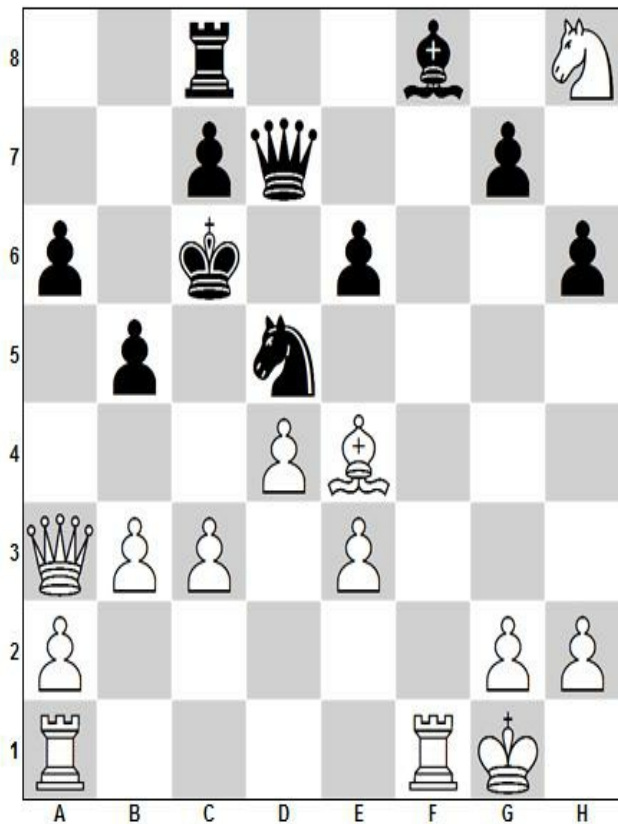
7. *Qd5*

(819) White to move



13.Ne5

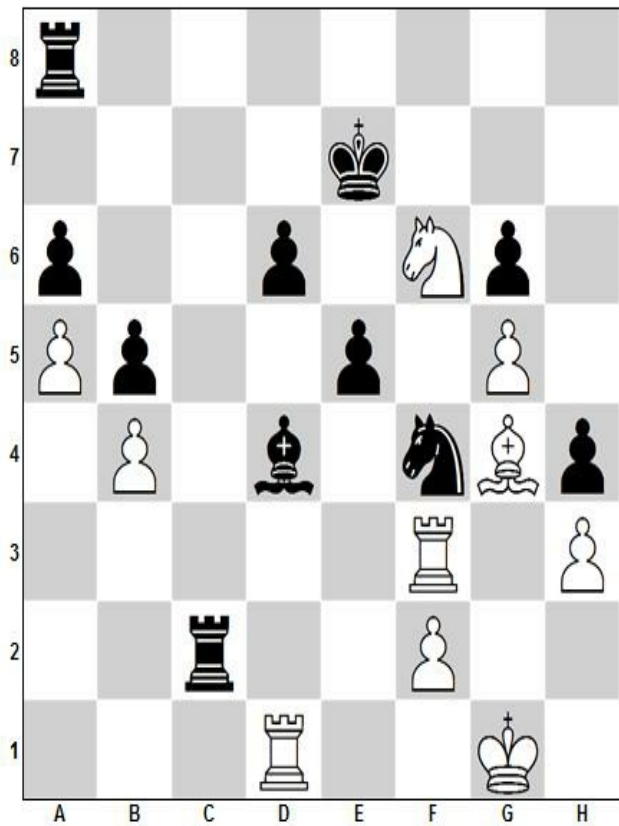
(820) White to move



23.Qxa6#

From the game Francisco Baltier Jr.
(1559) - Jacob Van de Leeuw (1310),
2011 Tucson Open, AZ, Round 3, January
22, 2011

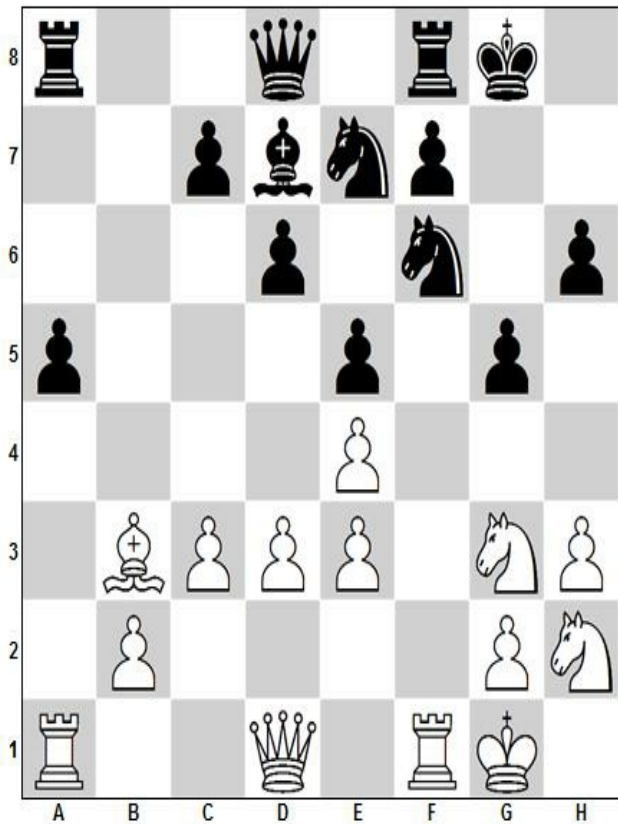
(821) White to move



37. *Rxf4* removes the defender of the Black Bishop on d4, **37...*exf4*** **38. *Rxd4*** and White wins a Bishop and Knight for a Rook.

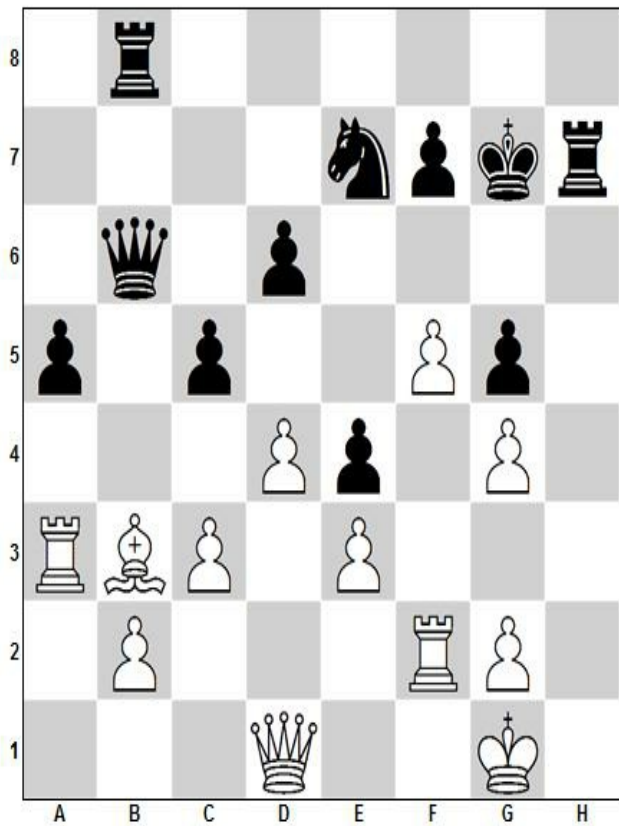
From the game Von A. Motschenbacher (1712) – Francisco Baltier Jr., 2011
Tucson Open, AZ, Round 4, January 23, 2011

(822) White to move



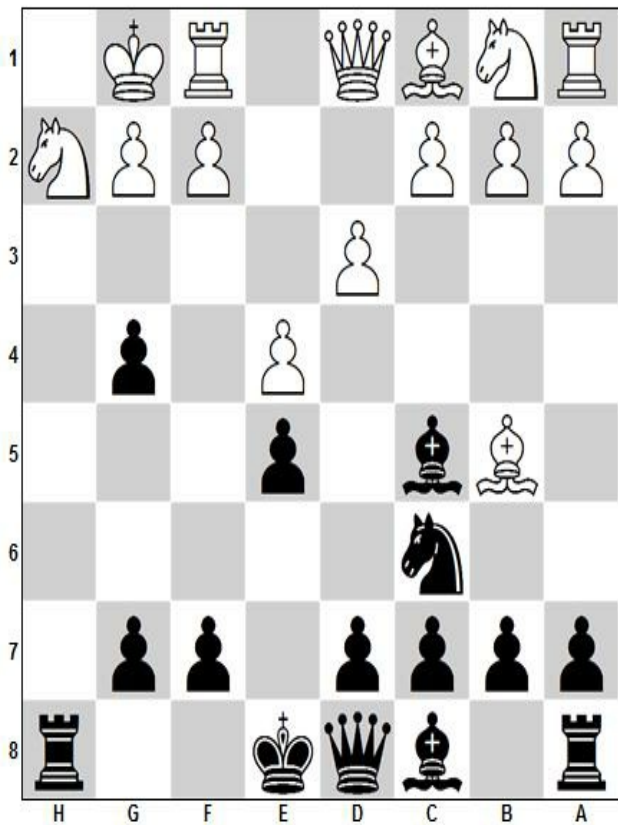
18.Rxf6

(823) White to move



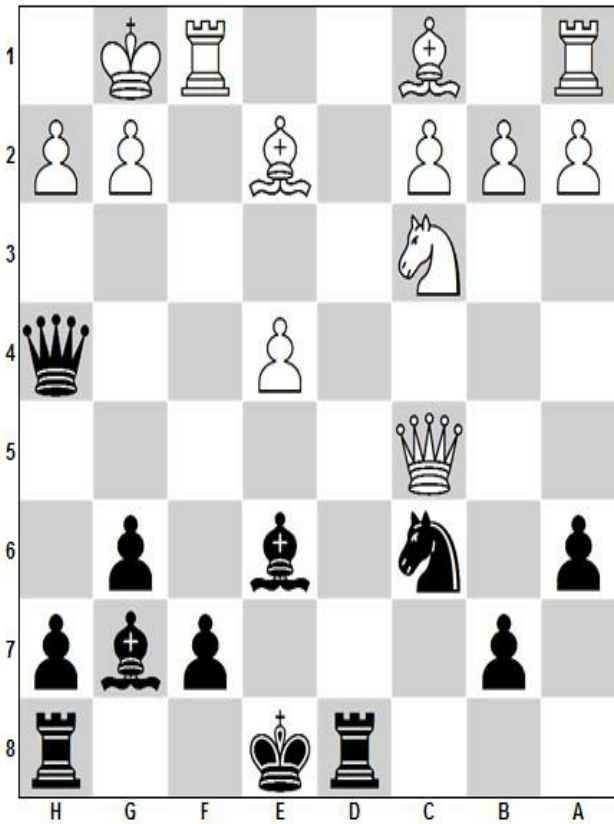
27.*f*6+

(824) Black to move



8...*Qh4*

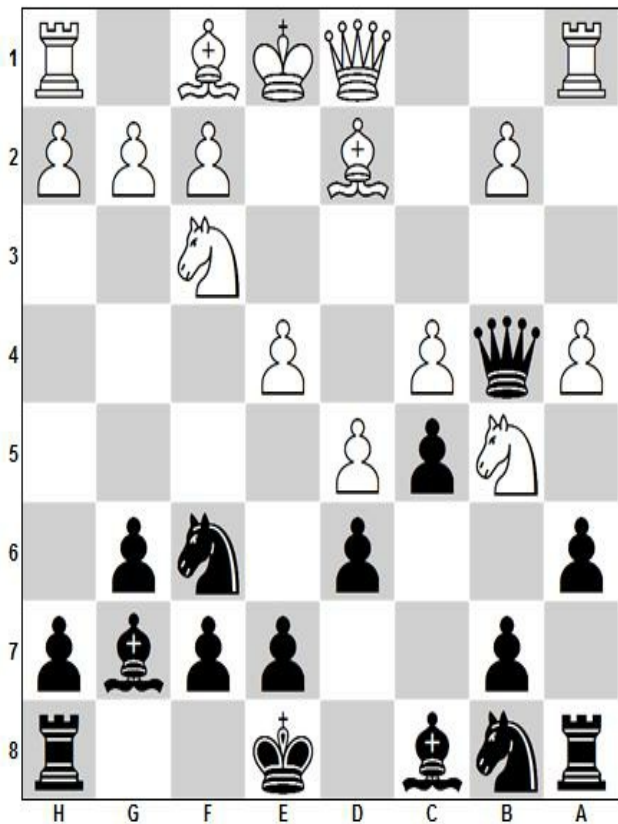
(825) Black to move



14...Bd4+ forks the White King and Queen.

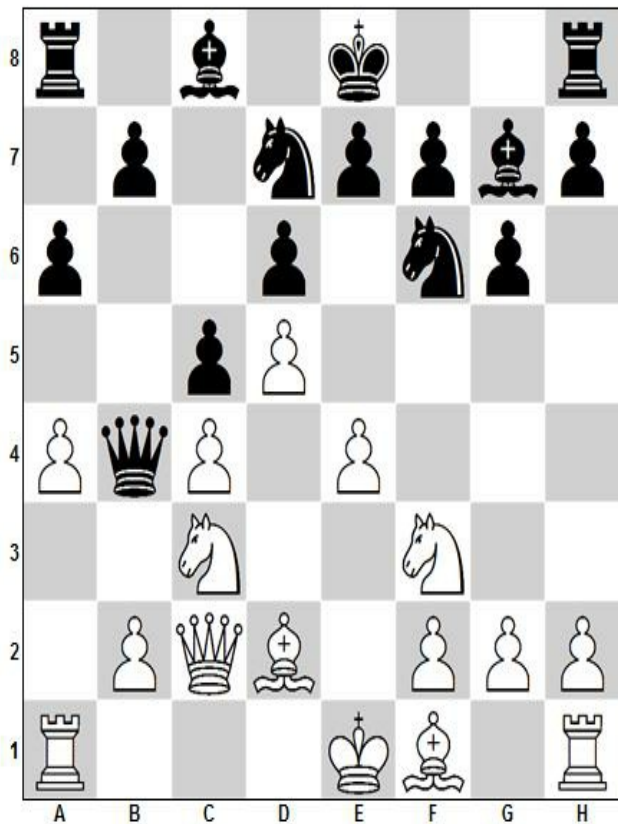
From the game Zonagrad (1297) –
Hardomil (1183), Blitz 5' FICS blitz,
October 9, 2008

(826) Black to move



9...Qxb2

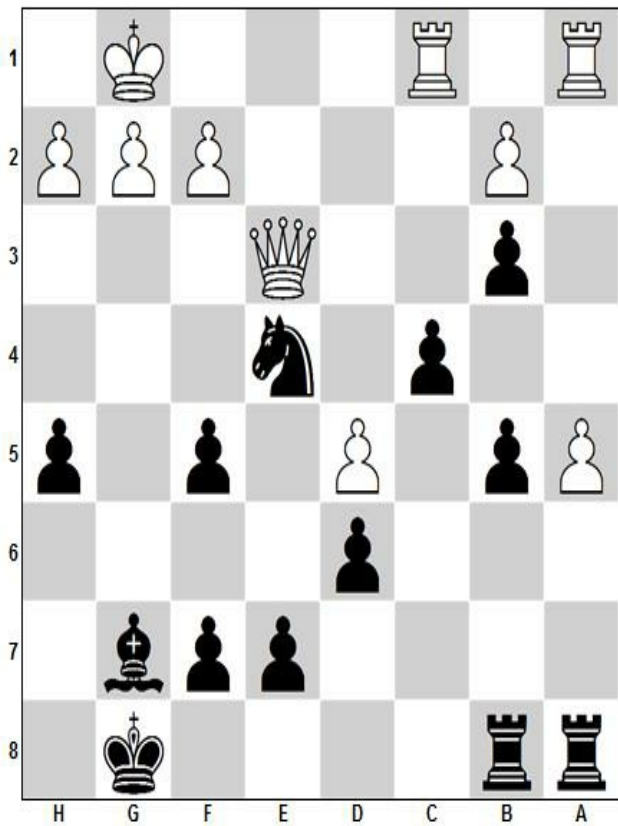
(827) White to move



10.a5 cutting off the only escape square for the Black Queen. White can trap the Queen on the next move with **11. Ra4**

From the game Yakov Shereshevsky
(1081) – Anthea Carson, ICC 5 0 Internet
Chess Club, January 23, 2008

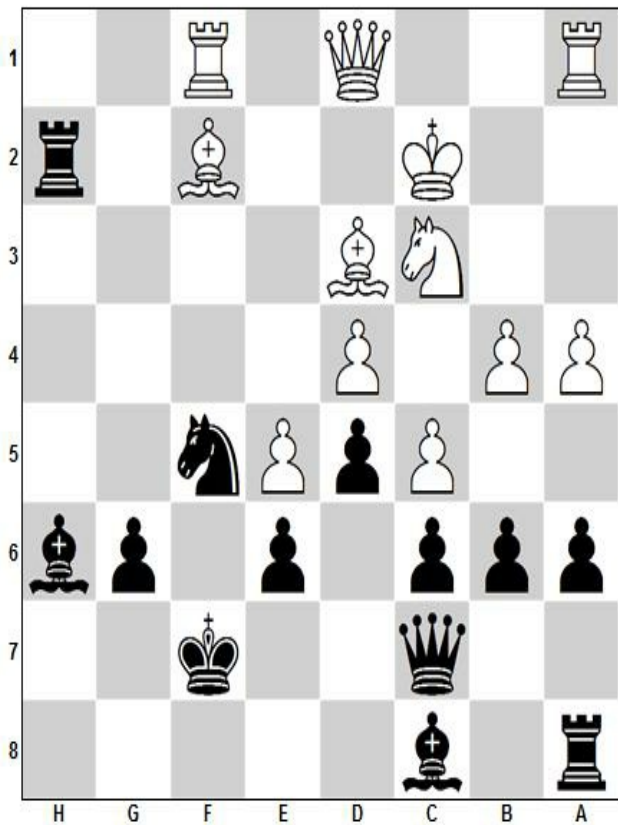
(828) Black to move



23...*Bxb2* forks the White Rooks

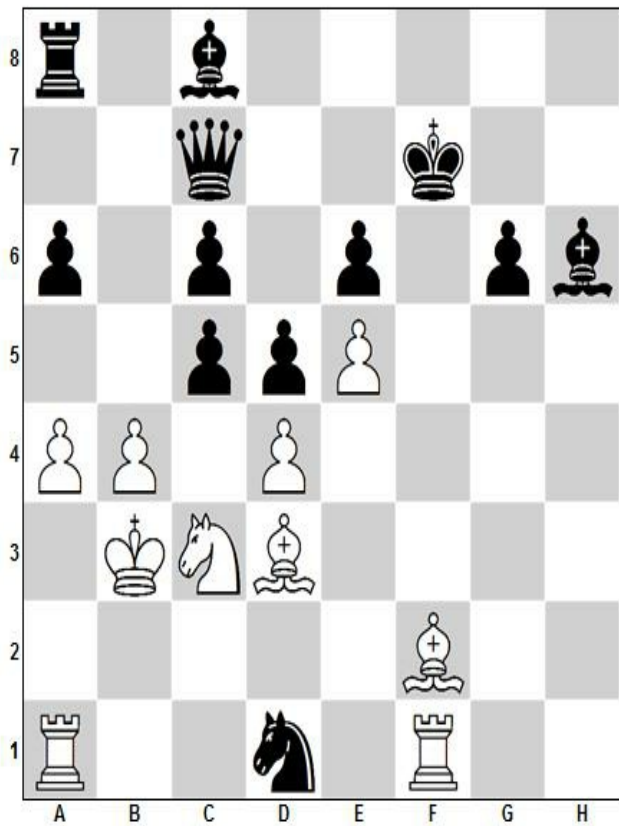
From the game Yakov Shereshevsky
(1081) – Anthea Carson, ICC 5 0 Internet
Chess Club, January 23, 2008

(829) Black to move



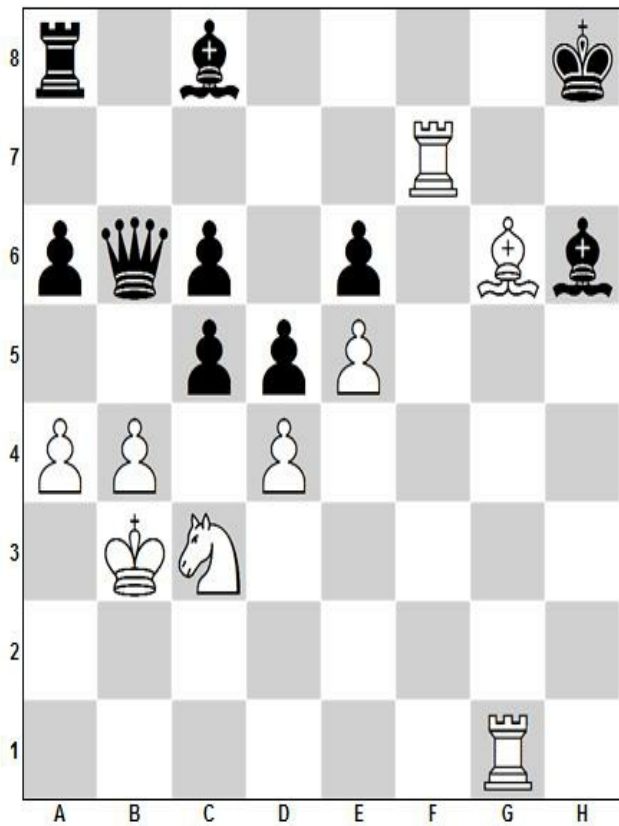
$^{23}\text{Ne}^{3+}$

(830) White to move



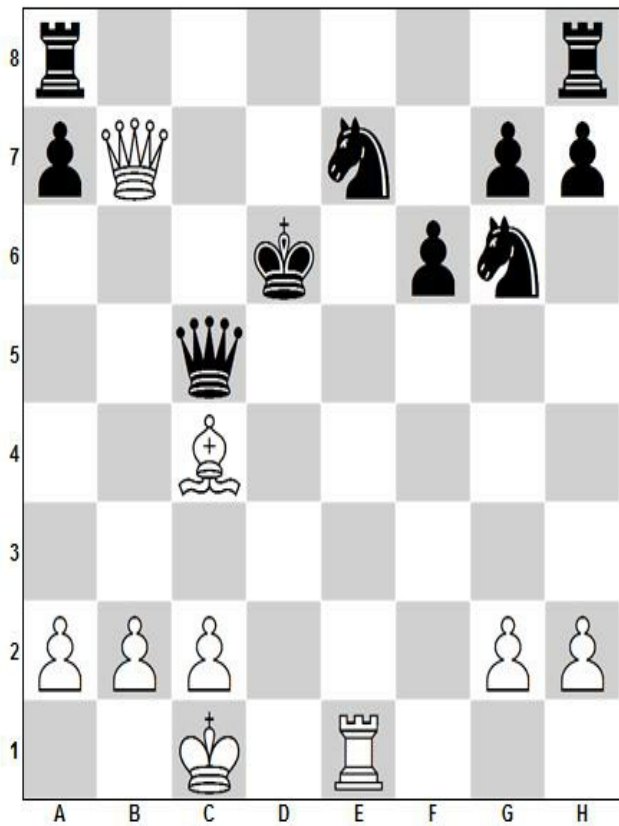
27.*Be*3+

(831) White to move



31.Rh7+

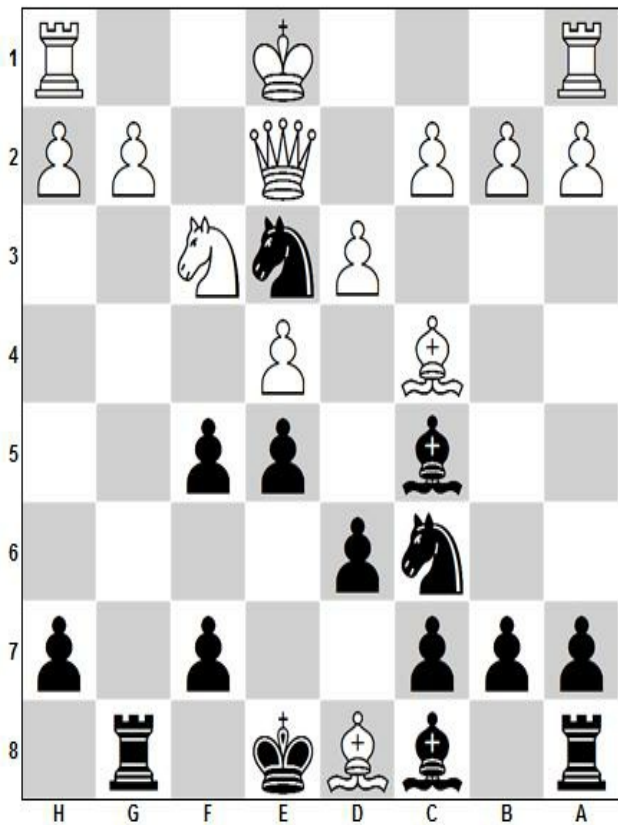
(832) White to move



23.Re6#

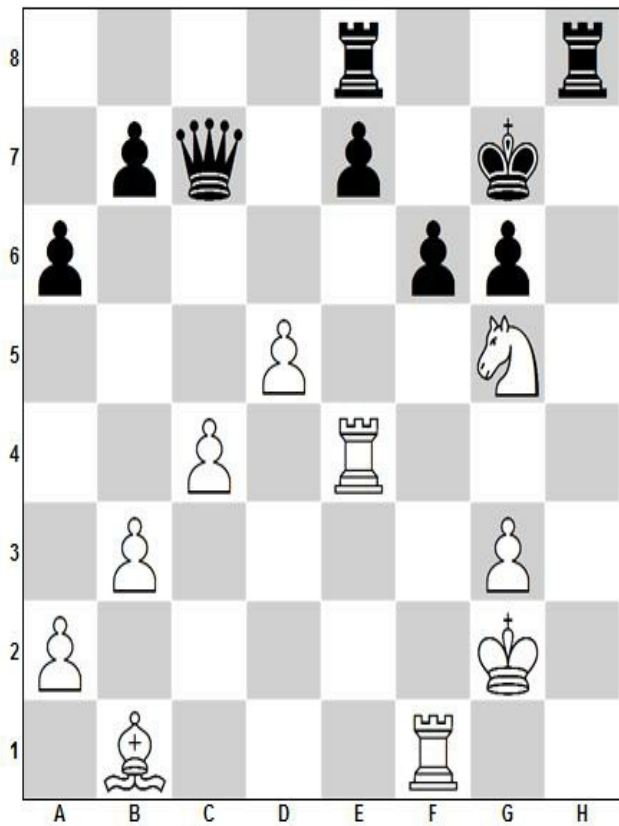
From the game junnujannu (1838) –
beatlemaniamania (1709), RHPIC 02/2009,
1400-1700 banded, Round 1, March 26,
2009

(833) Black to move



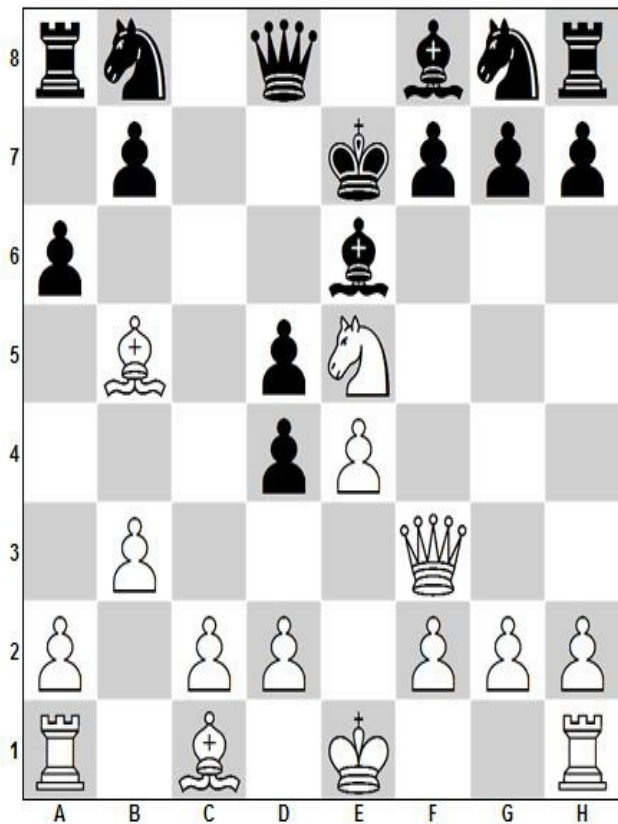
11...Rxf2

(834) White to move



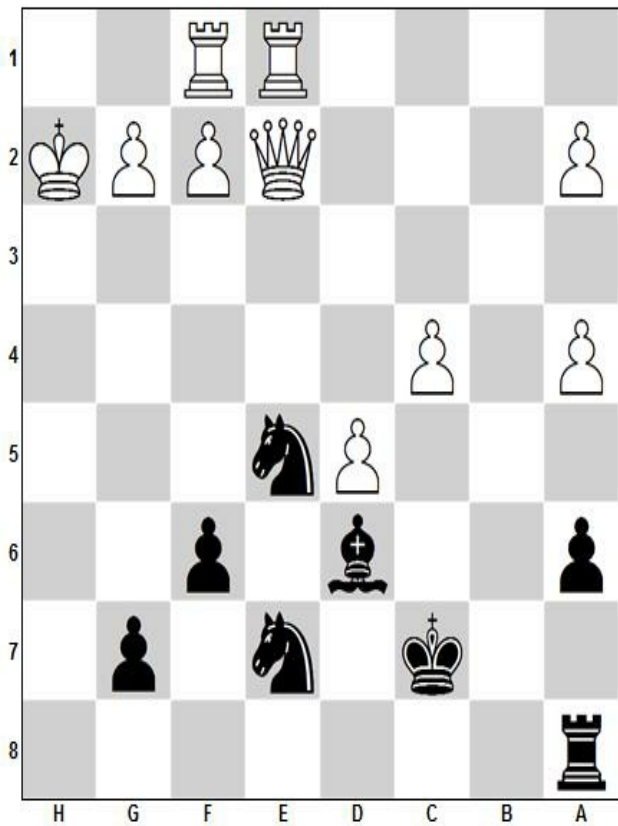
$34.Ne6+$

(835) White to move



9.Ba3+

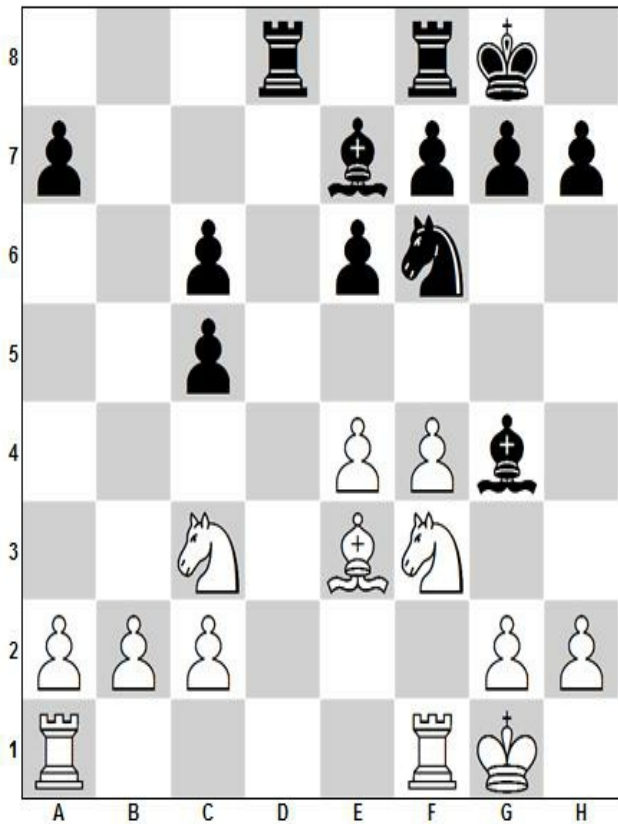
(836) Black to move



31...Nf3+ Black sacrificed a rook on h2 on the previous move to set up **31...Nf3+** double discovered check **32. Kh3 Rh8+ 33. Kg4 Nh2#** A beautiful come from behind victory!

From the game The Temptress (1129) – Redwoodpete (1493), challenge, redhotpawn.com, November 1, 2009

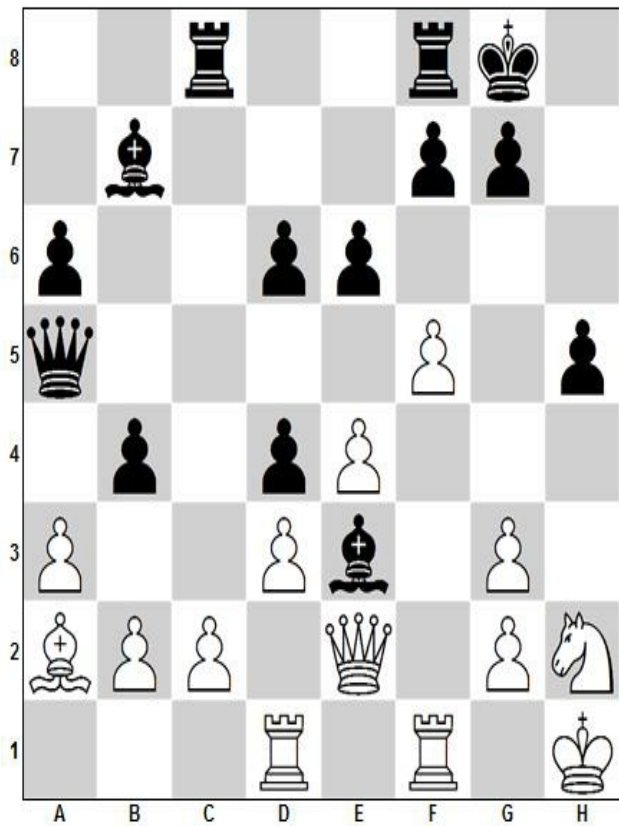
(837) White to move



12.Ne5 threatens the weak doubled pawn on c6, and sets up a sneaky plan to trap the Black Bishop on g4 with h3, g4, f5, etc.

From the game Shannon Fox (1722) – Billy Willson (1872), Denver Chess Club Championship, Round 2, January 14, 2009.

(838) White to move

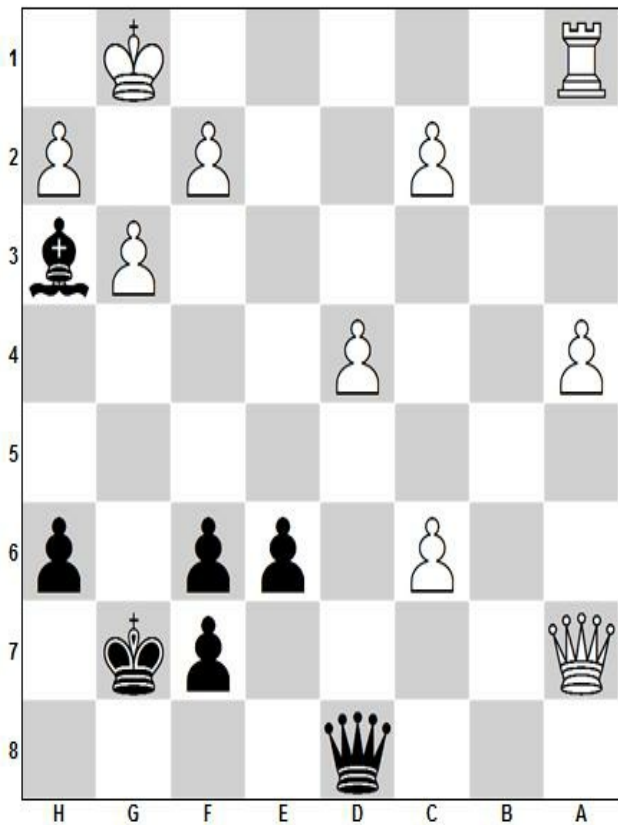


24. *fxe6* wins a pawn and if **24...*fxe6*??**

25. *Bxe6*+ forks the Black King and Rook on c8.

From the game Zonagrad (1656) –
Farnaby (1892), January 2009 Grand
Three Seven, Round 1, January 4, 2009

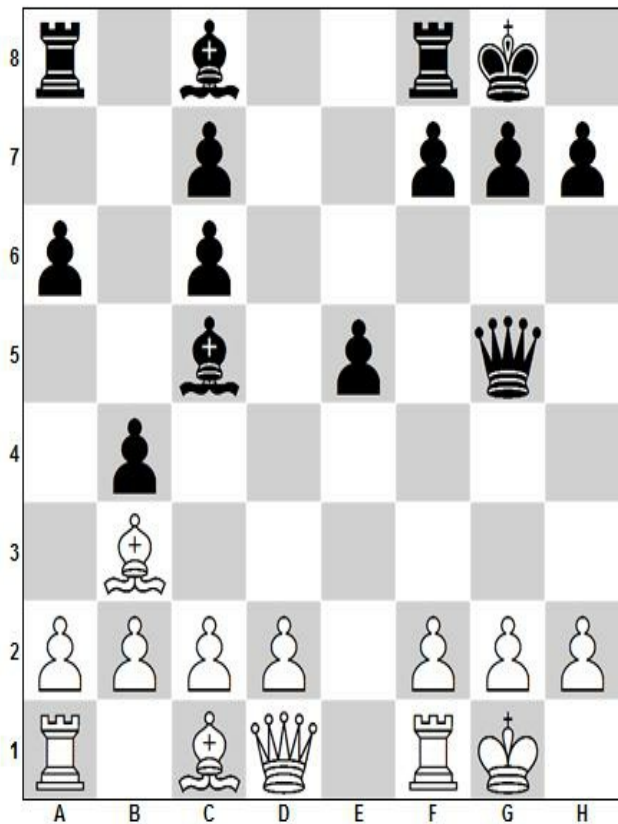
(839) Black to move



26...*Qd5* and mate on g2 cannot be stopped.

Variation from the game Zonagrad (1656)
– Farnaby (1892), January 2009 Grand
Three Seven, Round 1, January 4, 2009

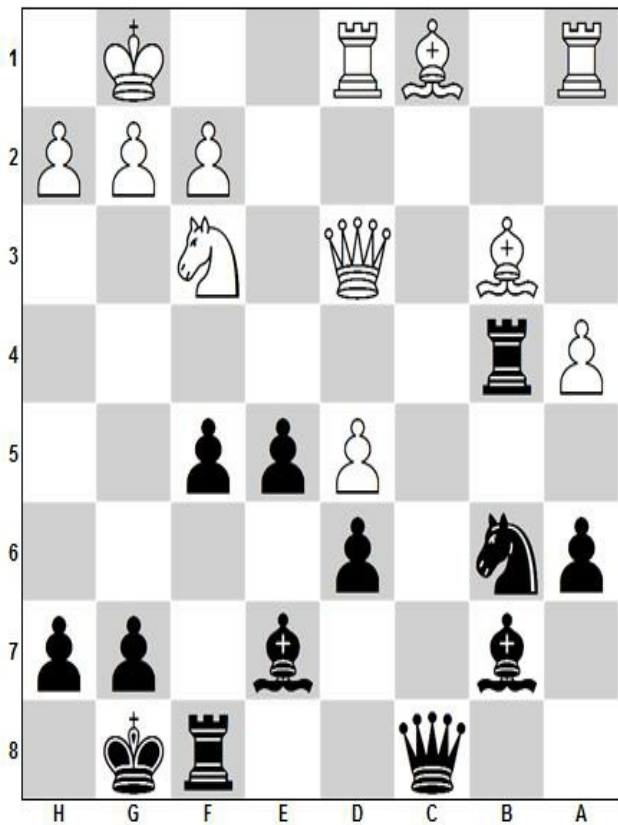
(840) White to move



12.d4 attacks the Black Bishop on c5, and discovers an attack on the Black Queen on g5.

From the game friis76 (1349) –
schlammblut (1272), redhotpawn.com
2012 Championship, Round 1, February 1,
2012

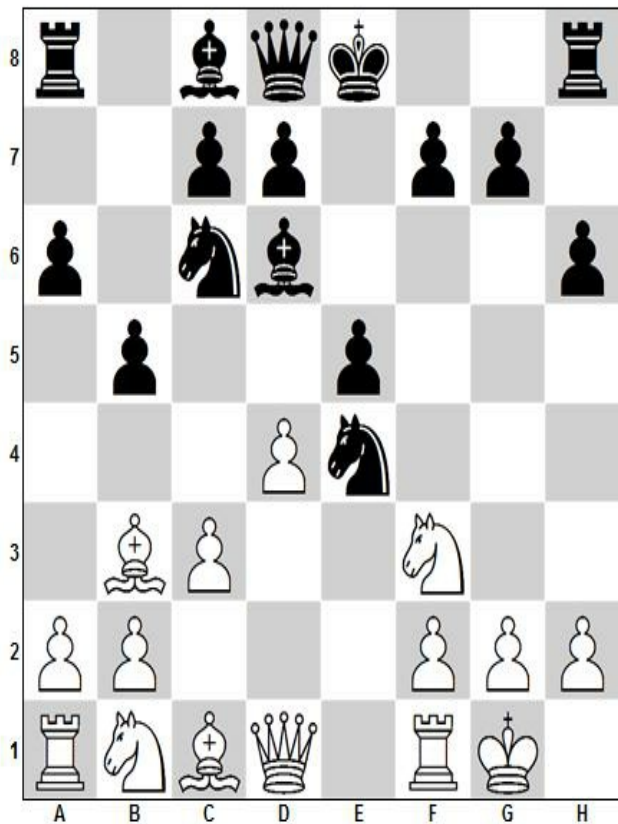
(841) Black to move



19...e4 forks the Queen and Knight

Missed in the game friis76 (1349) –
ChessFM (2139), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

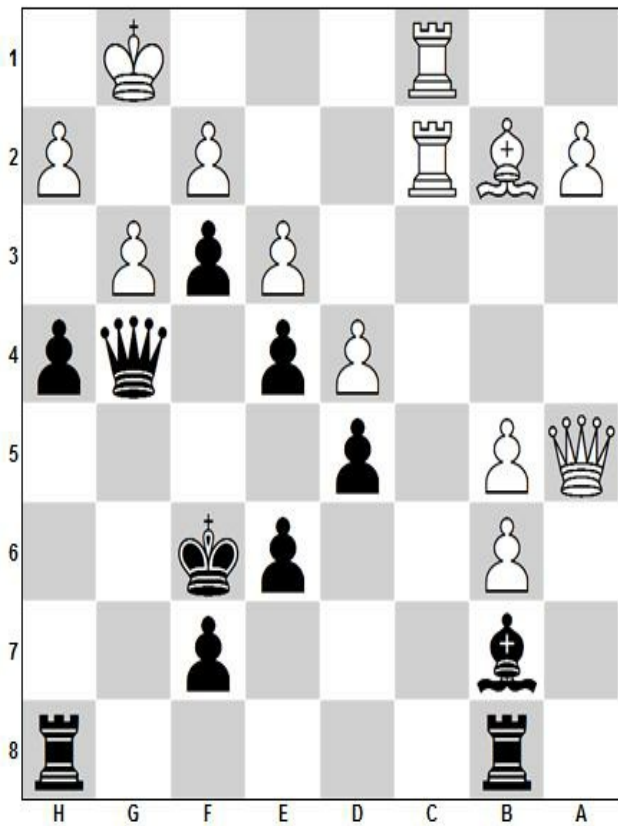
(842) White to move



9.dxe5 threatens the misplaced Black Bishop on d6, and clears the way for Qd5 threatening mate on f7. Sample line: **9... Nxe5 10. Nxe5 Bxe5 11. Qd5** forks the Rook on a8 and f7 pawn.

Missed in the game ChessFM (2139) - friis76 (1349), redhotpawn.com 2012 Championship, Round 1, February 1, 2012

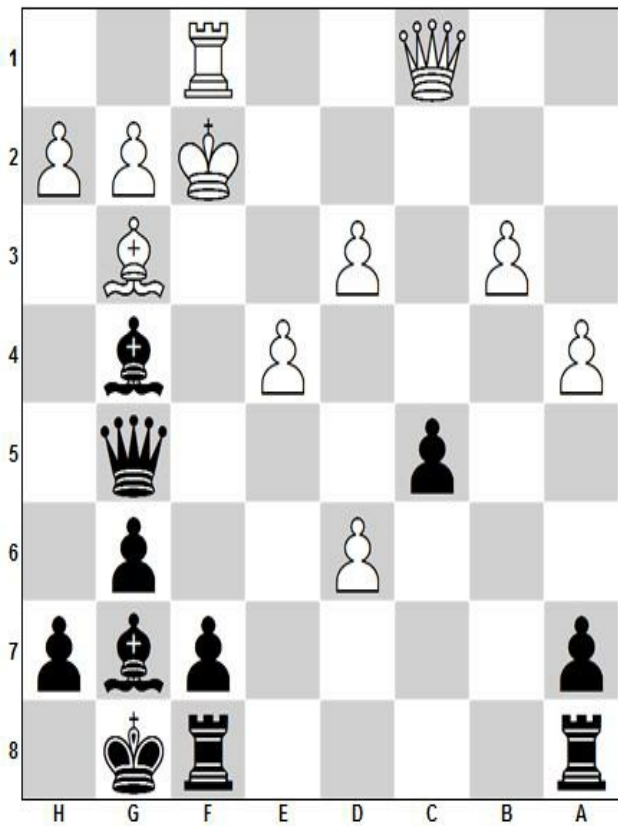
(843) Black to move



32...Qh3 and mate with **33...Qg2#** the next move.

Variation from the game Tim Brennan (1664) – Alejandro Torres (1643), Poor Richards, Colorado Springs, CO, Round 2 September 10, 2008,

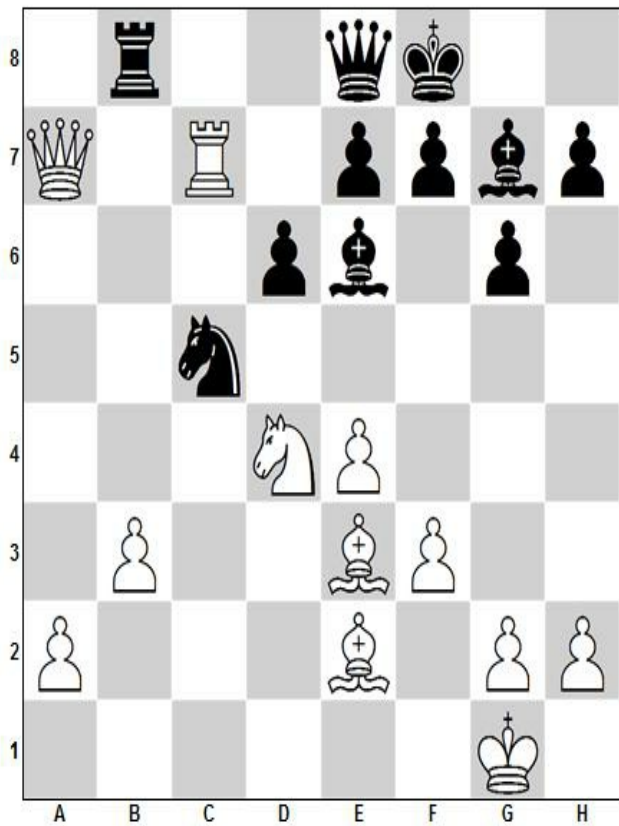
(844) Black to move



23...Bd4+ 24. Ke1 Qxc1# wins the Queen
with checkmate

Missed in the game invigorate (1103) -
spats (1631), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

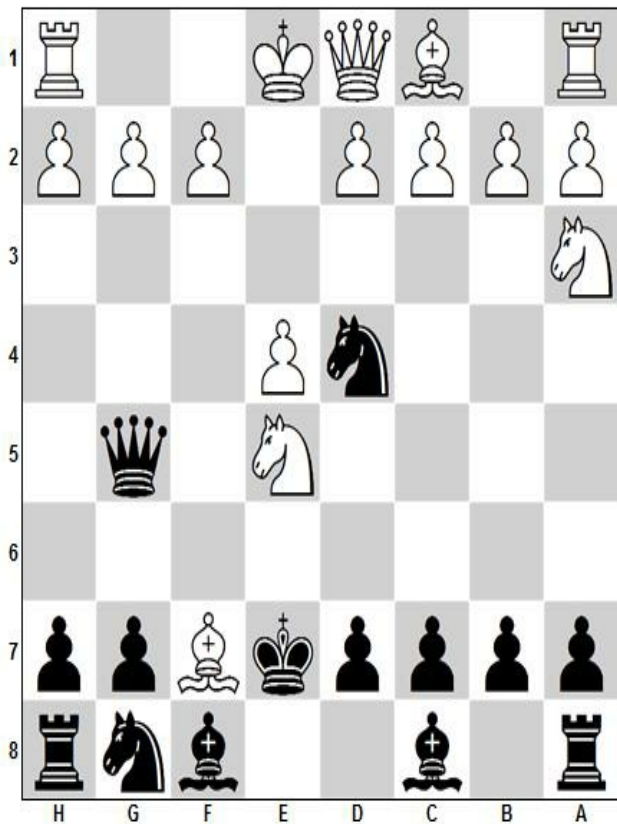
(845) White to move



25. Rxe7!! deflects the Black Queen from protection of the Rook on b8, winning a critical pawn, and laying the groundwork for more tactical traps. If the Queen moves, White follows up with the killer **26. Nxe6+** and if **25... Qxe7** **26. Qxb8 Qd8** **27. Qxd6+** forking the Black King and Knight.

From the game Aron Susuras (1680) – Shannon Fox (1596), Denver Chess Club, Round 3, September, 21, 2008

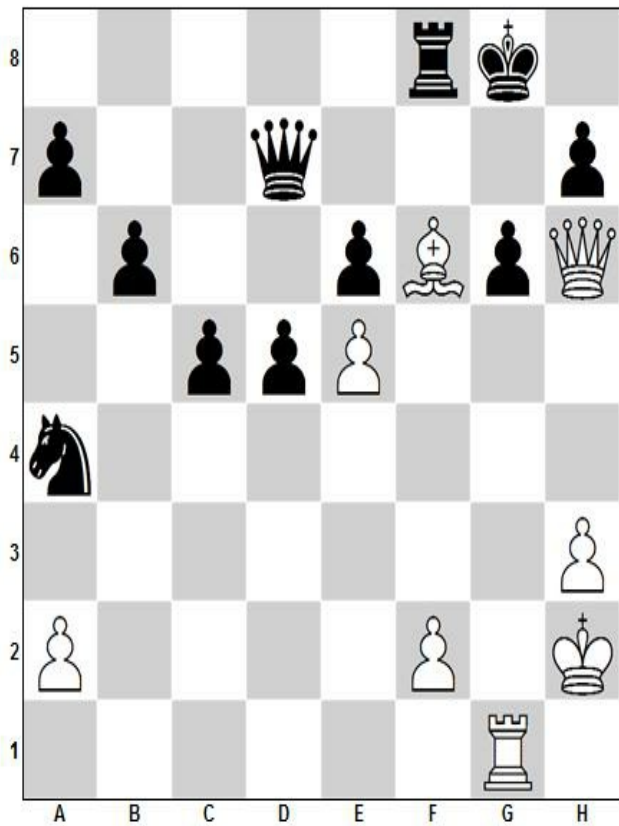
(846) Black to move



6...Qxg2 with a variation on the Blackburne Shilling Gambit. This move ignores the hanging Knight on e5, takes the g2 pawn, threatening mate. Saving the rook with **7. Rf1** leads to mate with **7...Qxe4 8. Qe2 Qxe2#** This is a good opening trap to know.

From the game Jsf80238 (1505) – Zonograd (1620), Open invite, redhotpawn.com, May 28, 2008.

(847) White to move



34.Rxg6+ storming the barricades.

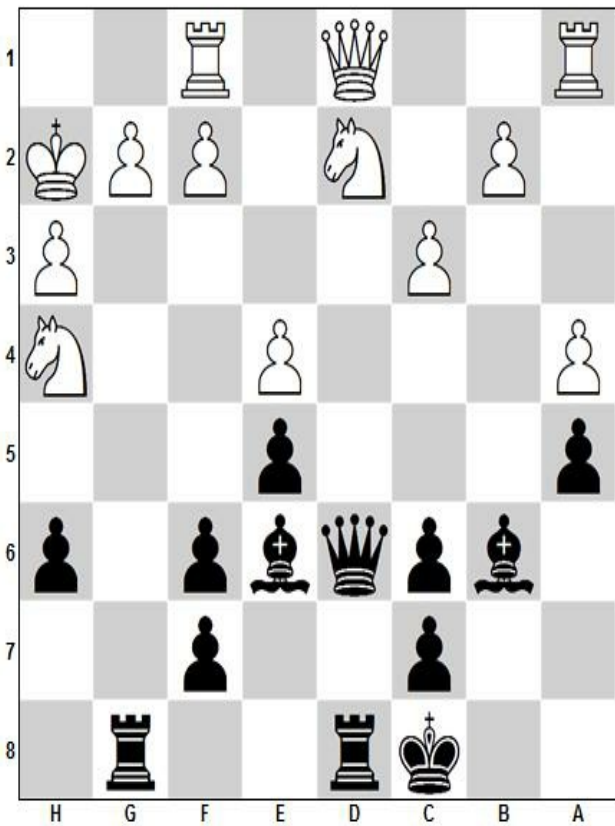
If **34...Qg7 35.Qxg7#**

If **34...hxg6 35.Qxg6+ Qg7 36.Qxg7#**

If **34...Kf7 35.Rg7+** skewers the Black King and Queen

From the game Shawn Svare (1597) –
Chris Mink (1961), 1999 Colorado Open,
Round 3 Denver, CO, September 5, 1999

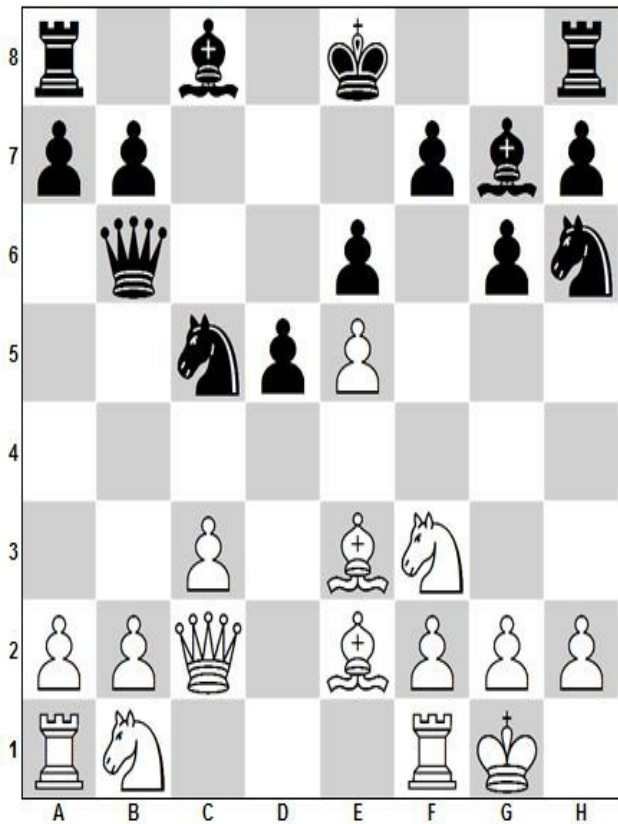
(848) Black to move



18...Qxd2 takes a piece that is defended once and attacked twice. Nothing tricky, but this was missed in the game, and Black played Qd3?? instead.

Missed in the game Cathalhnally (1625) – Zonagrad (2053), Open Invite, redhotpawn.com, March 19, 2008

(849) White to move

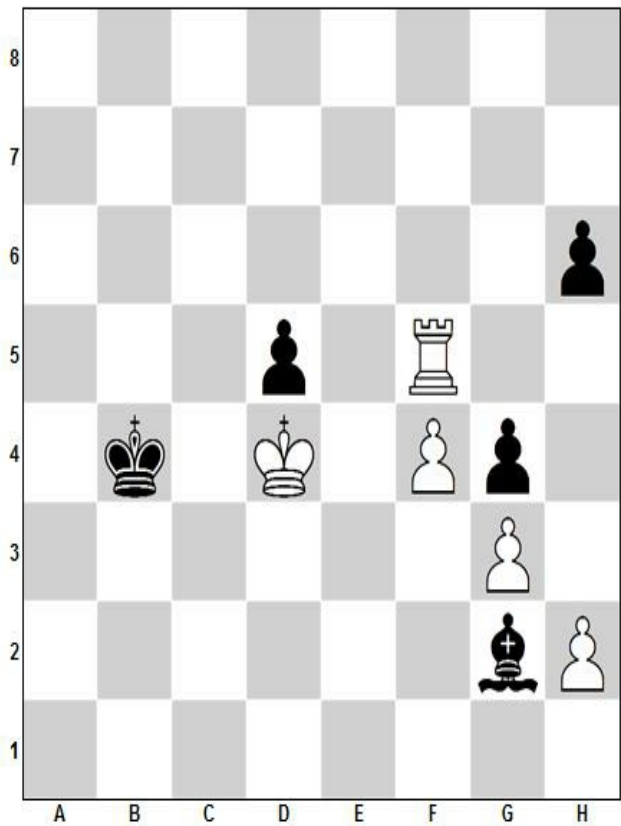


11.b4 attacks the pinned knight

From the game mikenay (1898) – tcvegas
(1457), redhotpawn.com 2012

Championship, Round 1, February 1, 2012

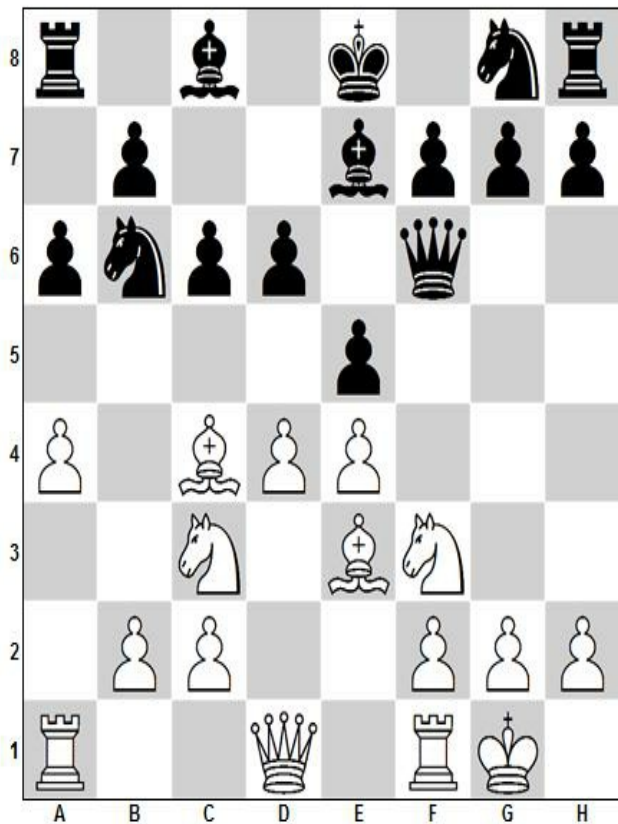
(850) White to move



54. Rxd5 wins a pawn, and if **54... Bxd5**
55. Kxd5 trades down into an easily won
endgame.

From the game Francisco Baltier Jr
(1521) – Daniel Katzel (1841), 2008 East
Side Chess Club Championship, Tucson,
AZ, Round 2, February 13, 2008

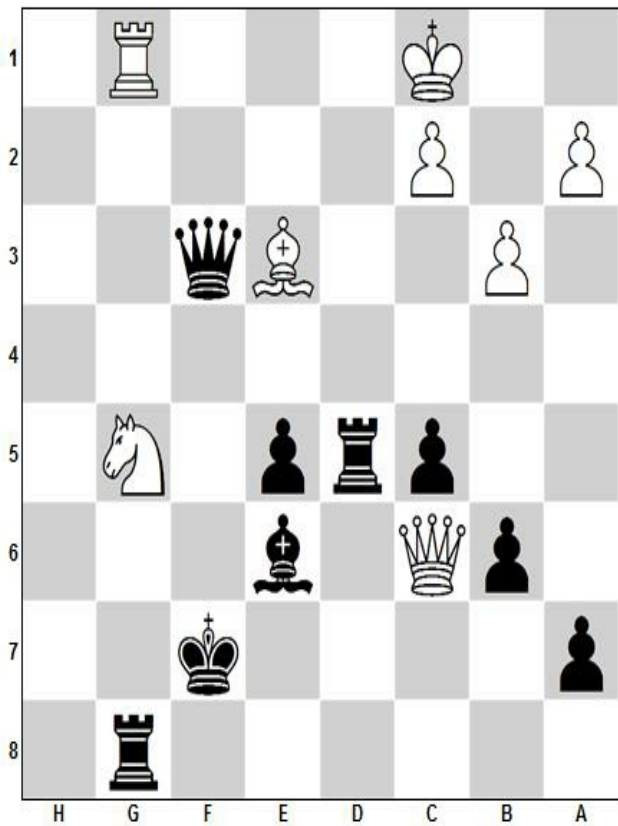
(851) White to move



9. *dxe5* attacks the Black Queen on f6, and discovers an attack on the Black Knight on b6. Black cannot save both at the same time.

From the game c antunes (1911) –
petronus (1168), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

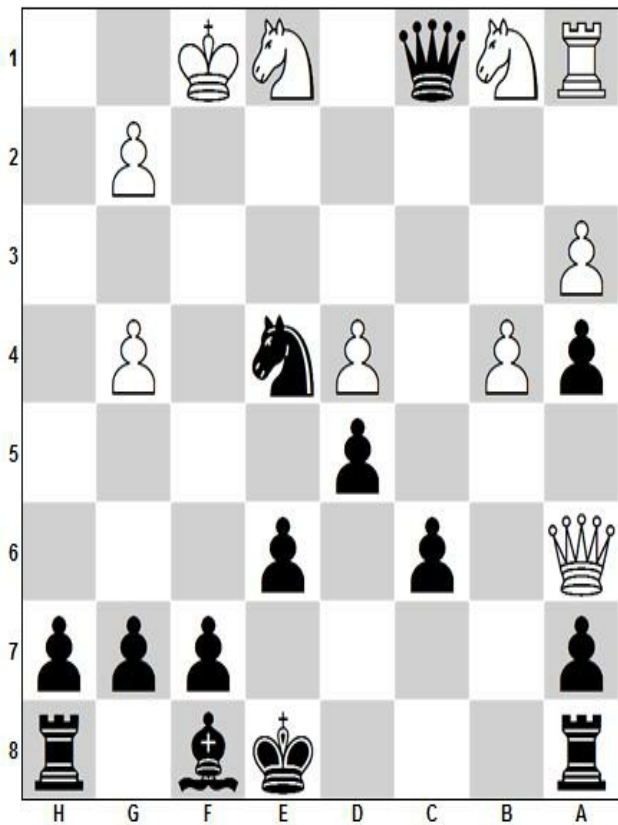
(852) Black to move



33...R_xg5 gets black out of check, and after **34. B_xg5** (or **34. R_xg5**) black can play **34...R_d1+!!** With a discovered attack on the White Queen on c6 allowing **35...Q_xc6**.

From the game John Wright (1773) -
Francisco Baltier Jr (1521), 2008 East
Side Chess Club Championship, Tucson,
AZ, Round 3, February 20, 2008

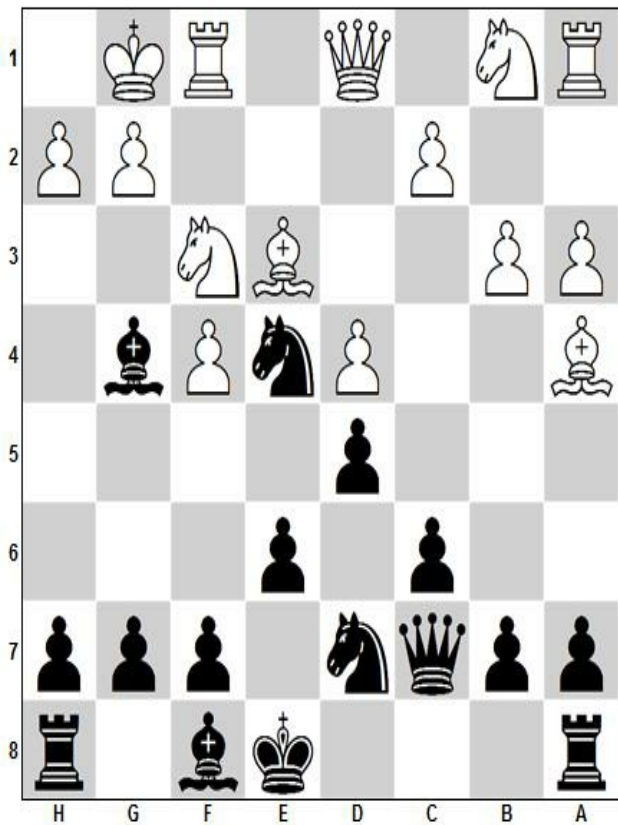
(853) Black to move



19...Qe3 and White cannot stop the mate threats of *Qf2#* and *Ng3#*

Missed in the game Startreader (955) – jcozec (1974), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

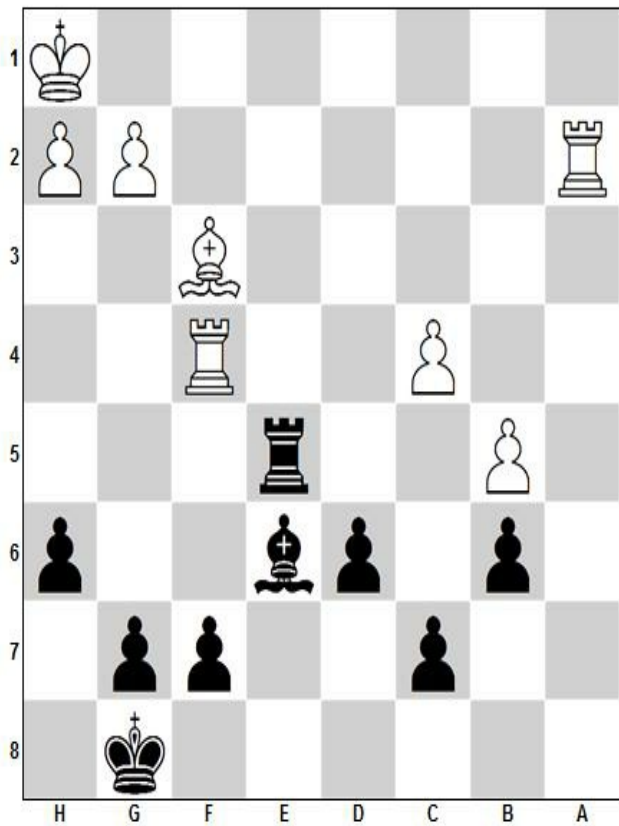
(854) Black to move



11...b5 traps the White Bishop

From the game Startreader (955) – jcozec
(1974), redhotpawn.com 2012
Championship, Round 1, February 1, 2012

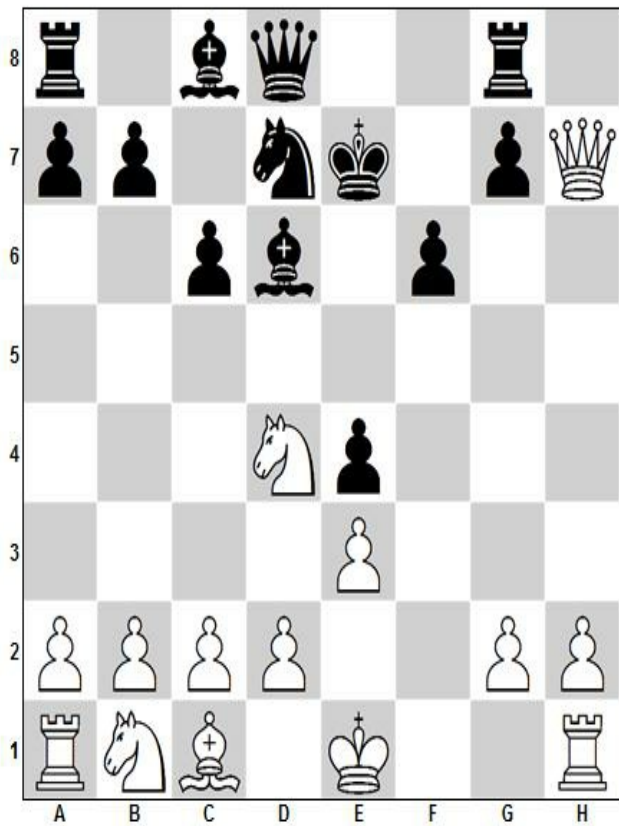
(855) Black to move



38...*Re1*# a back rank mate

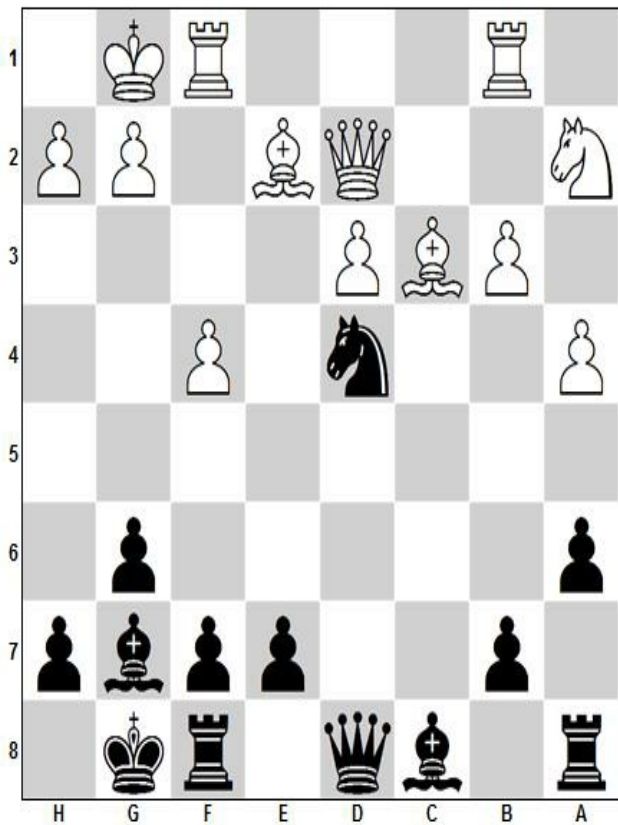
Variation from the game Joshua Higa
(1522) – Tim Brennan (1729), Winter
Springs Open, Colorado Springs, CO,
Round 1, December 1, 2007

(856) White to move



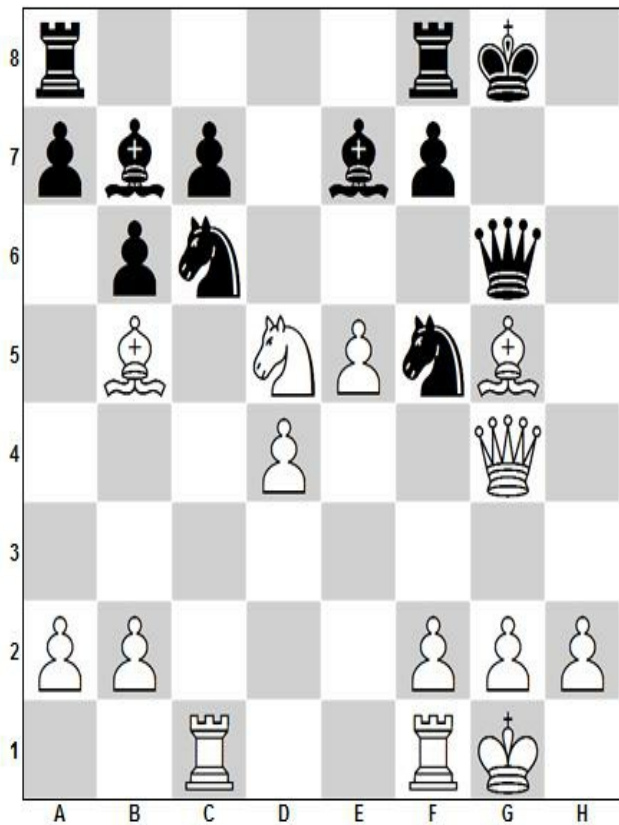
11.Nf5+

(857) Black to move



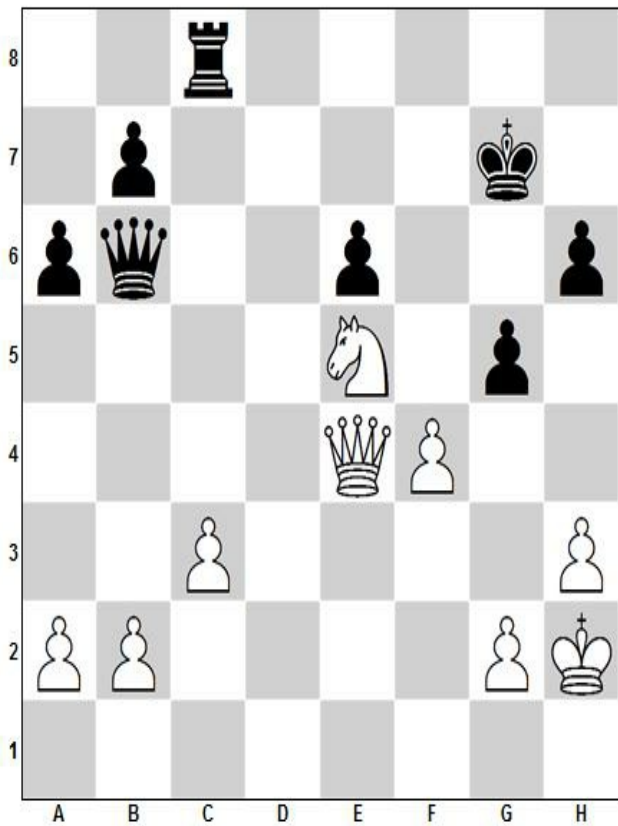
17...Nxe2+

(858) White to move



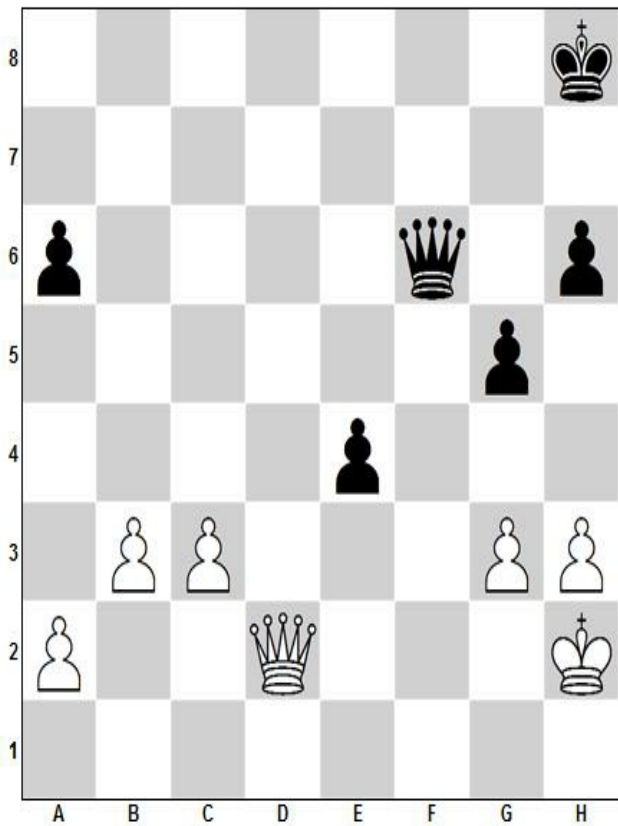
18.Bxc6

(859) White to move



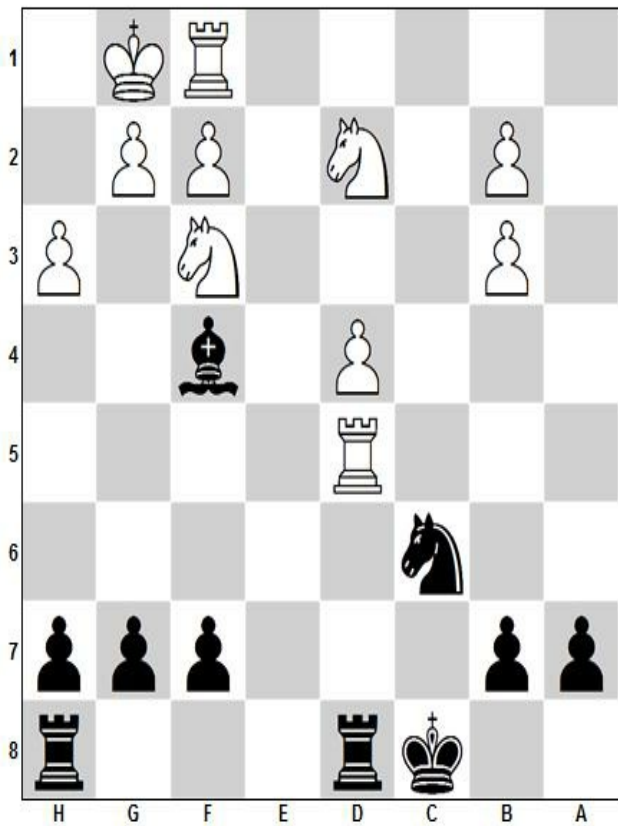
33. $Qg6+$

(860) White to move



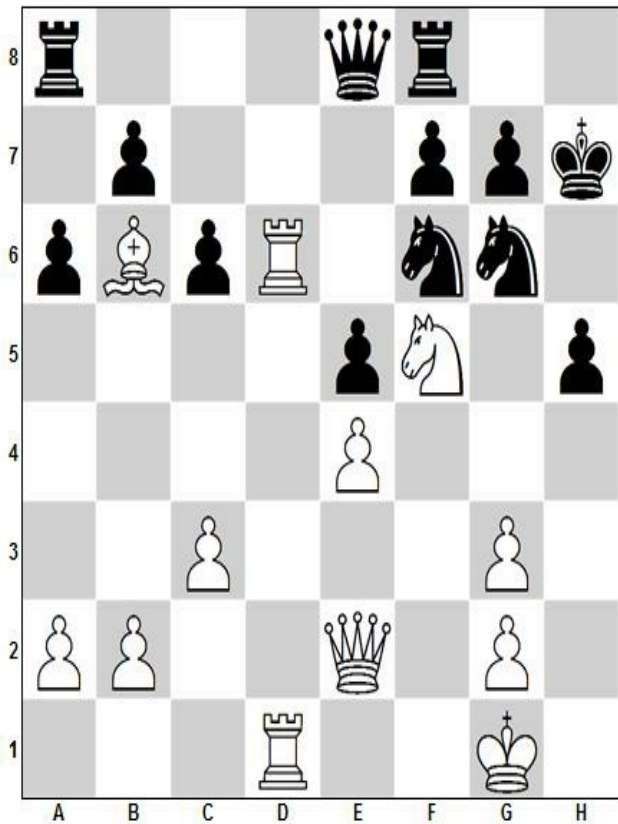
45. *Qd4*

(861) Black to move



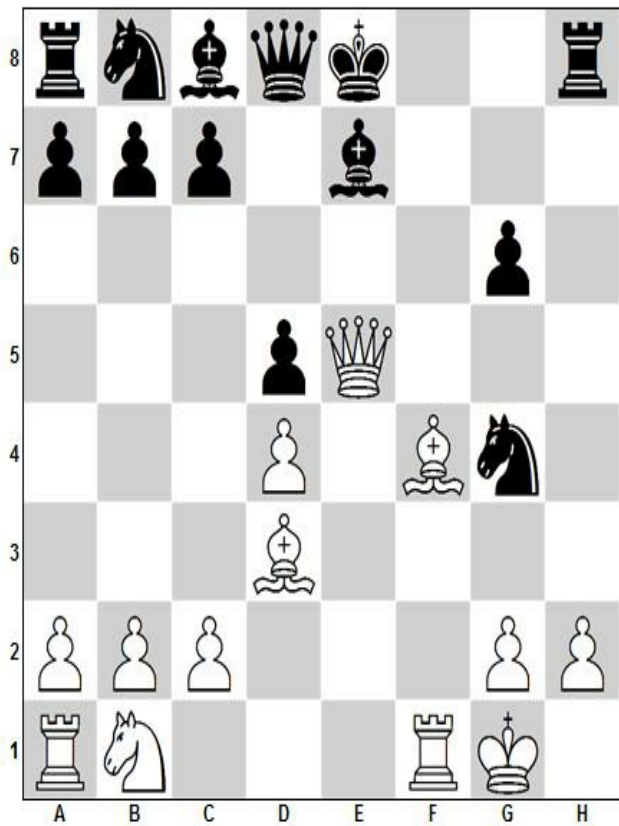
21...Rxd5

(862) White to move



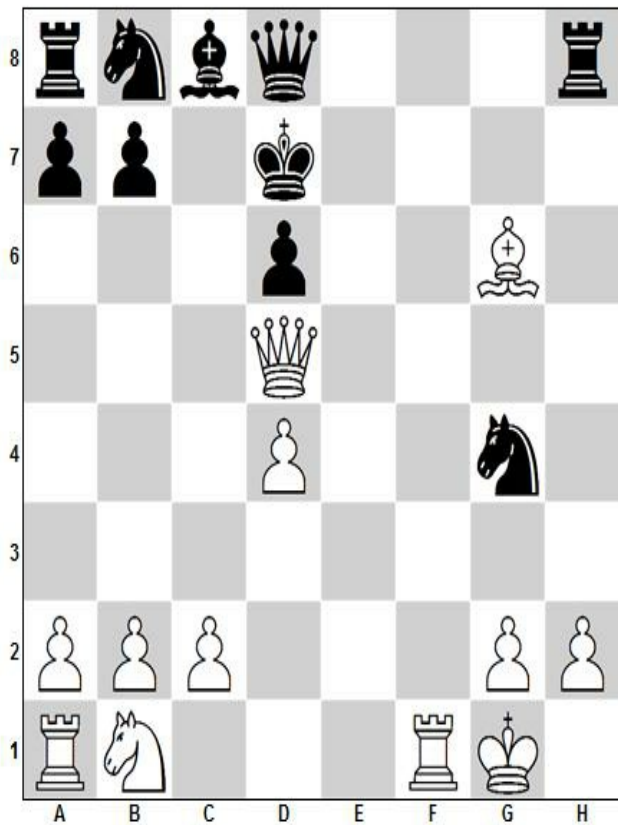
30.Rxf6

(863) White to move



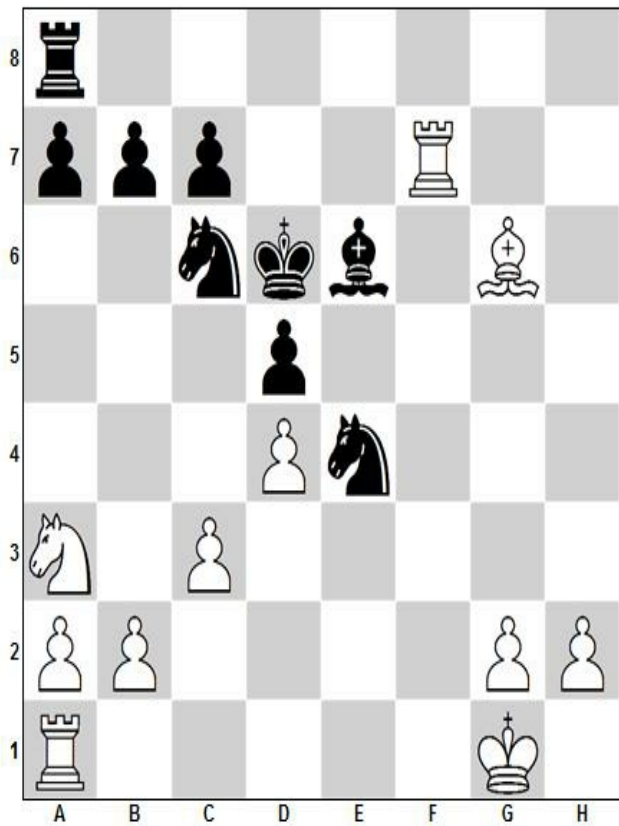
14.Bxg6+

(864) White to move



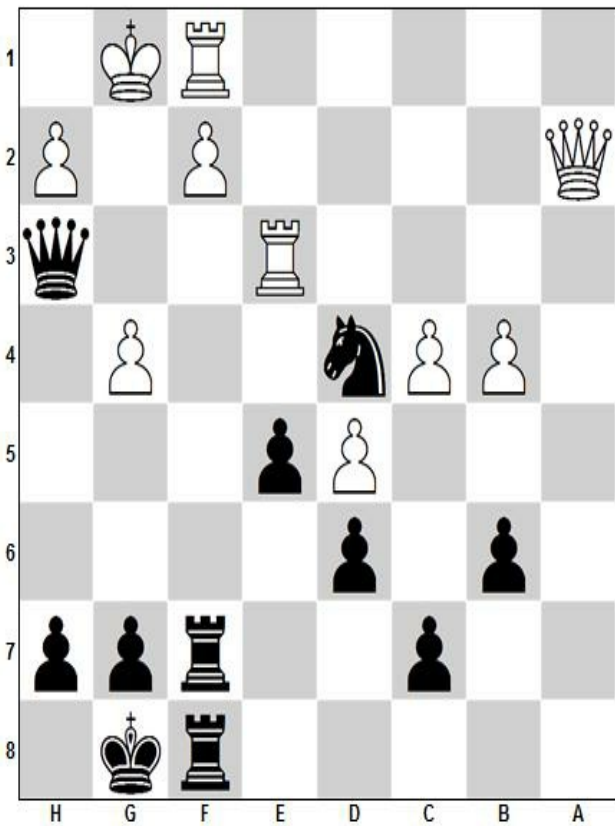
17.Rf7+

(865) White to move



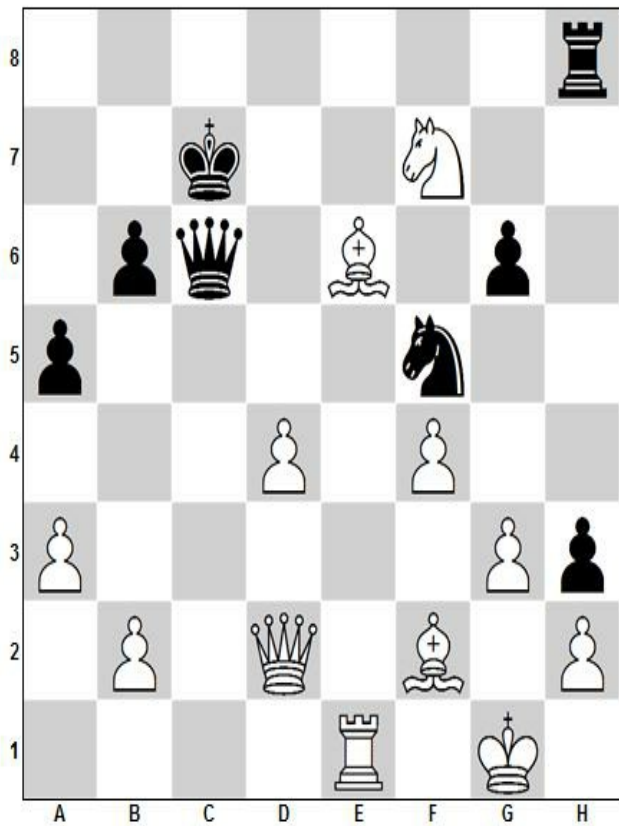
22.Nb5#

(866) Black to move



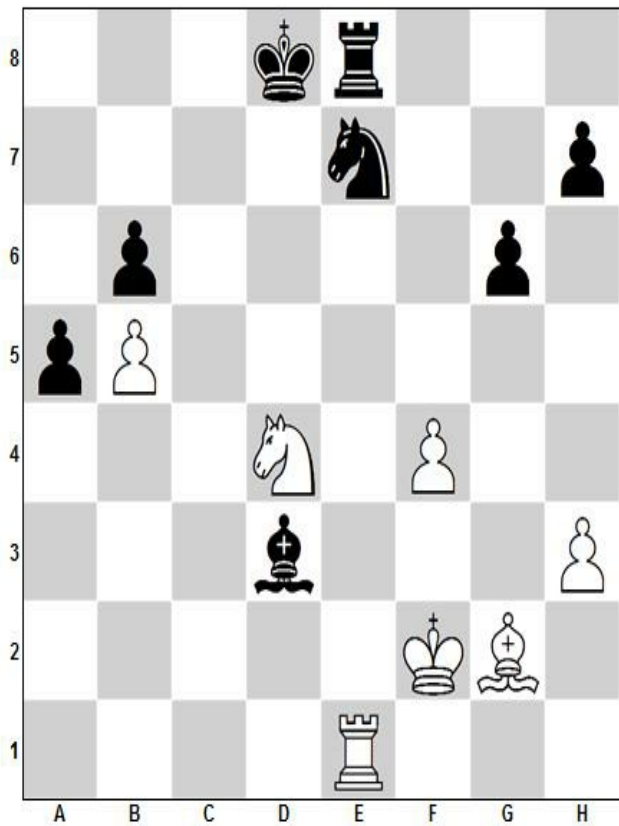
27...*Nf3*+

(867) White to move



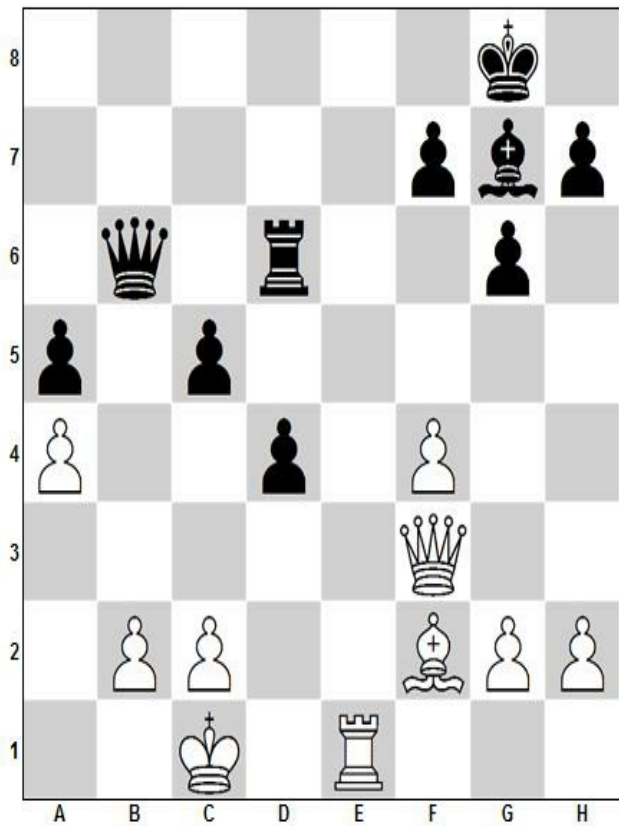
37.Rc1

(868) White to move



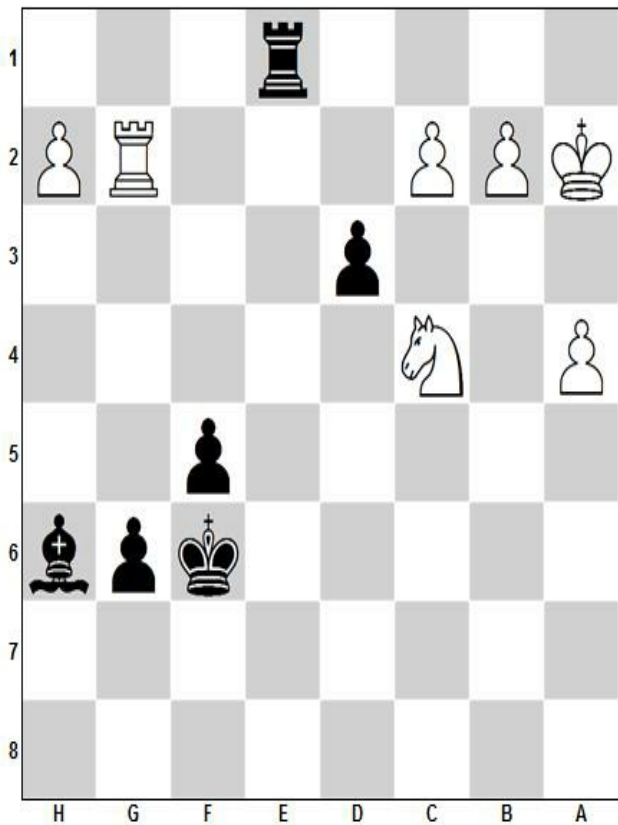
30.Rd1

(869) White to move



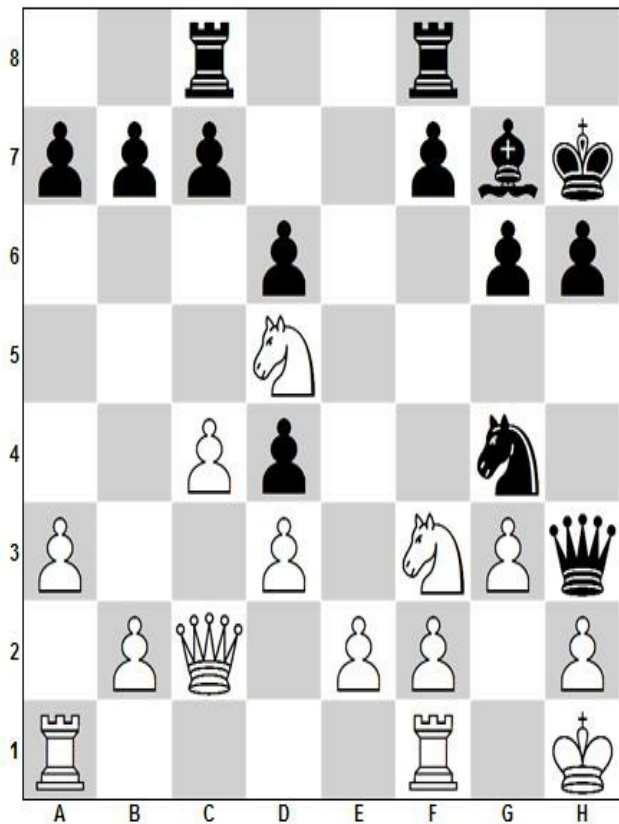
25.*Re8+*

(870) Black to move



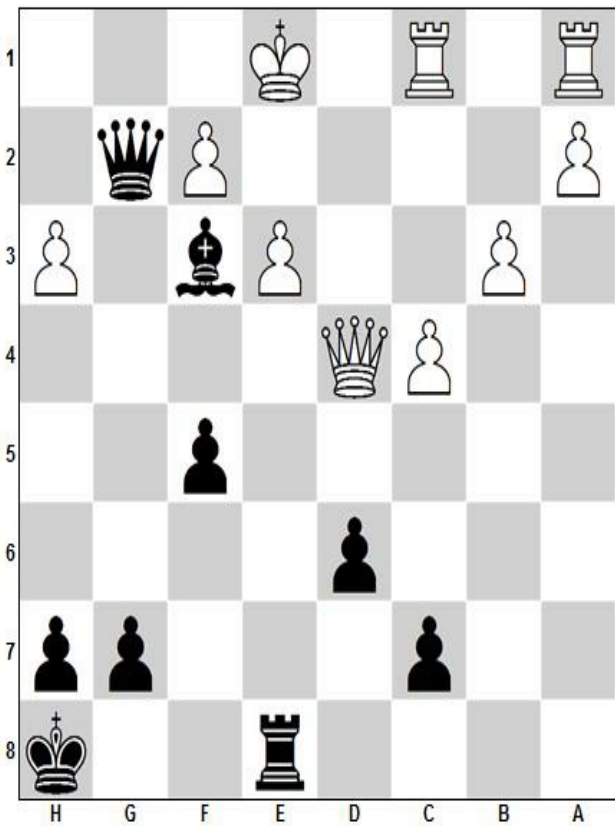
40...*Re2*

(871) White to move



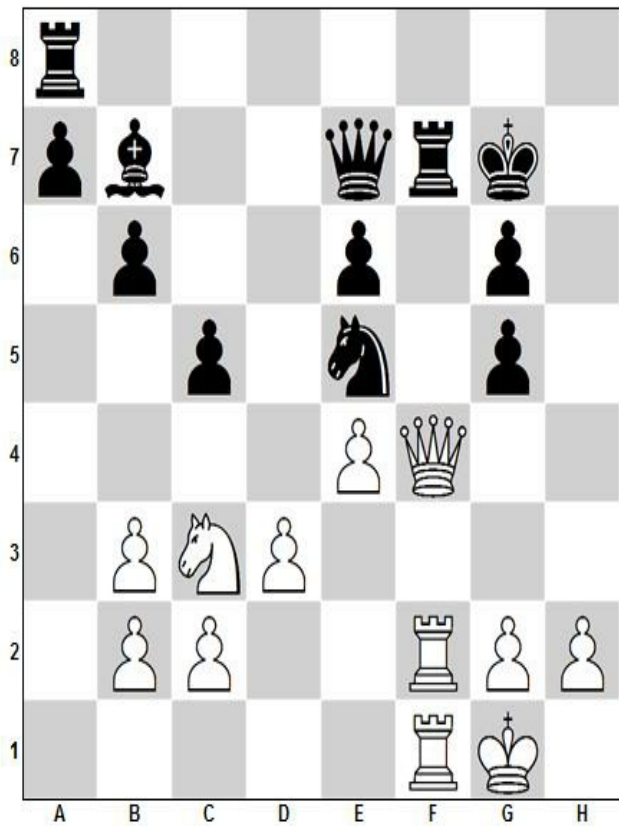
18.Nf4

(872) Black to move



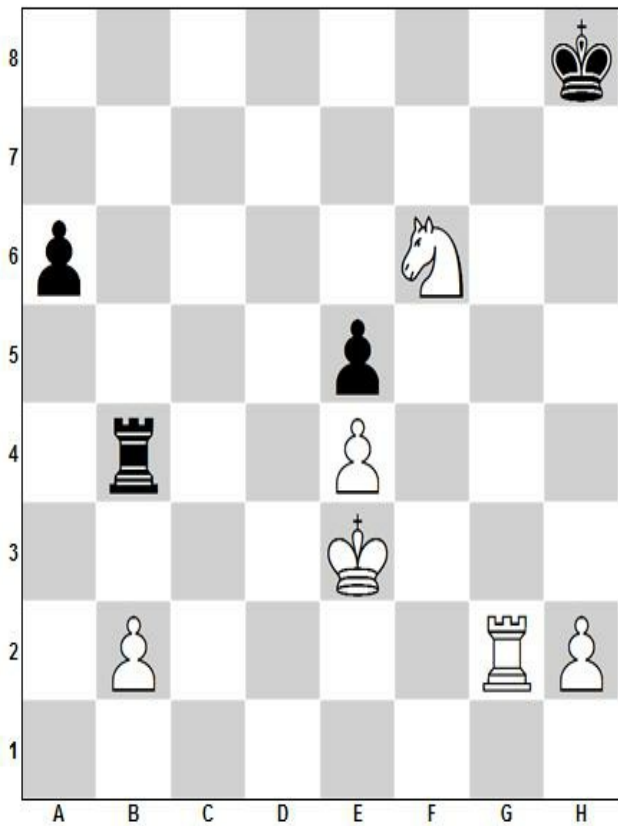
24...Qg1+

(873) White to move



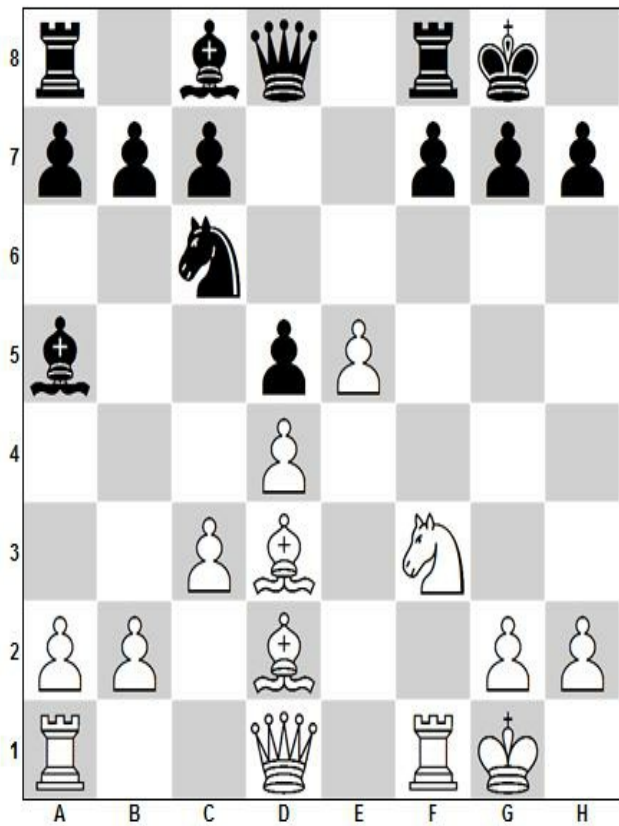
24. Q_{xe5+}

(874) White to move



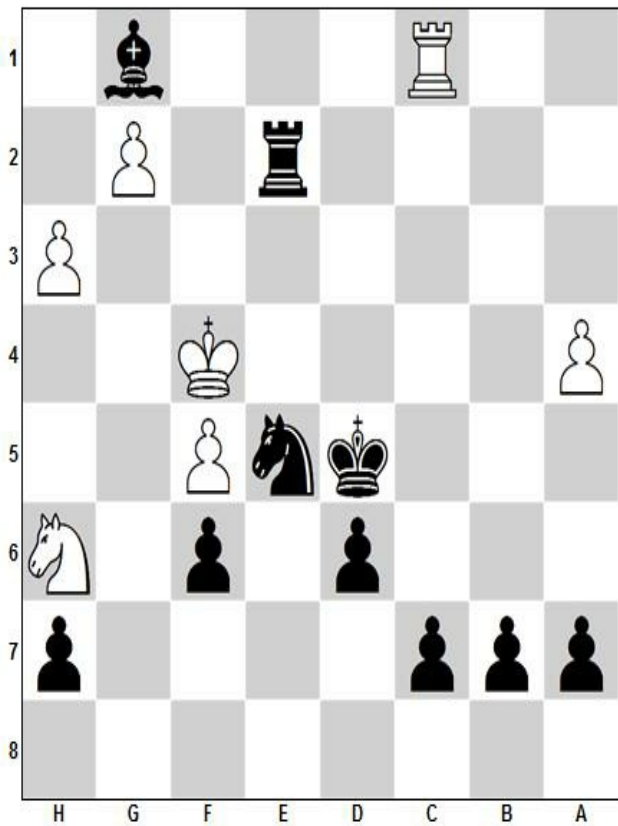
52.*Rg8*#

(875) White to move



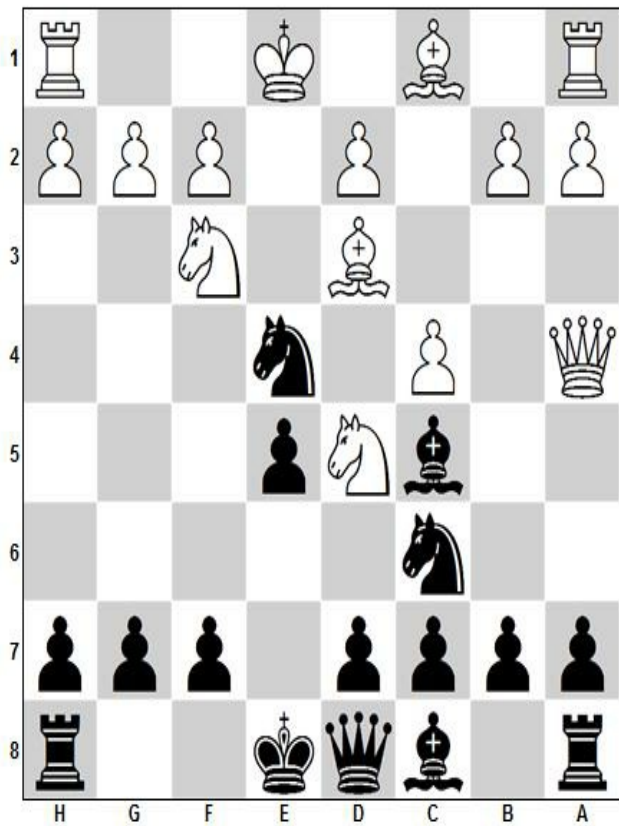
11.Bxh7+

(876) Black to move



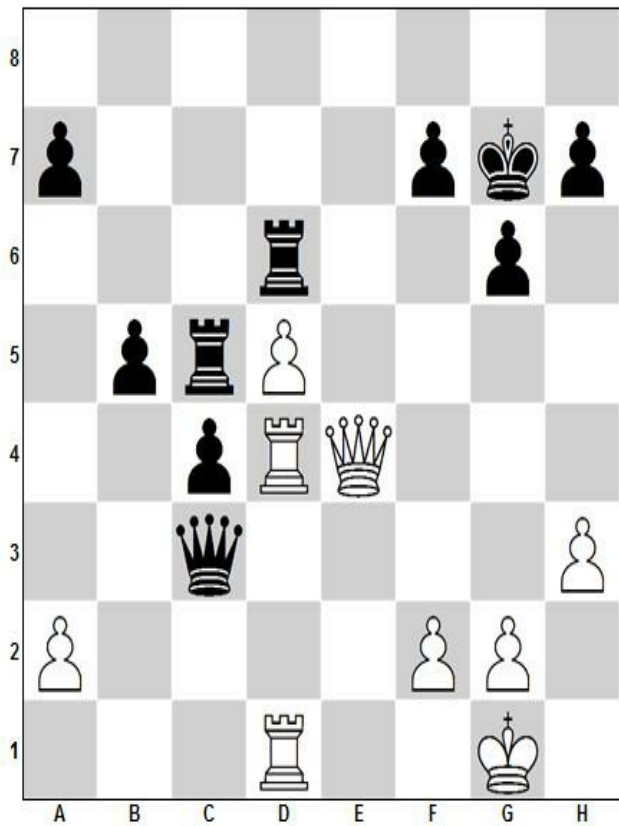
31...*Bh*2+

(877) Black to move



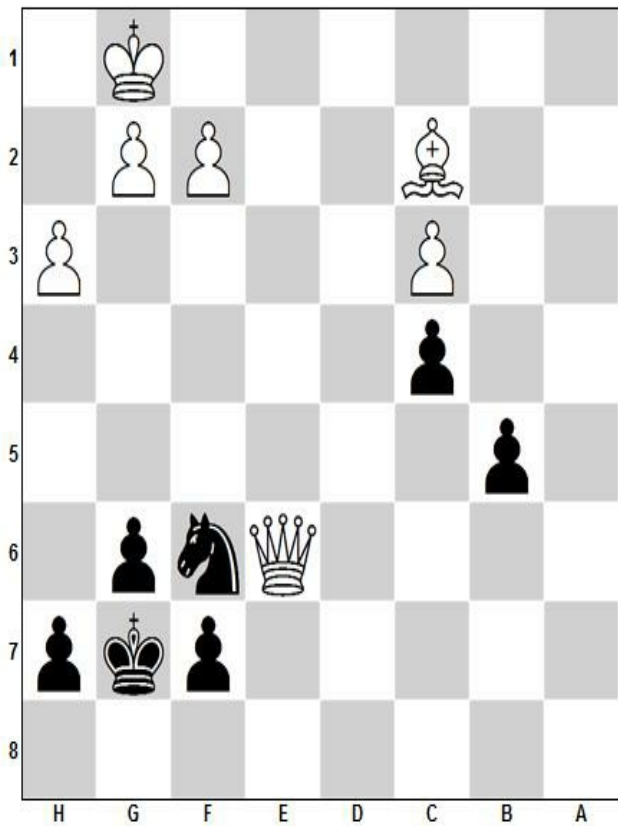
$7 \dots N_x f^2$

(878) White to move



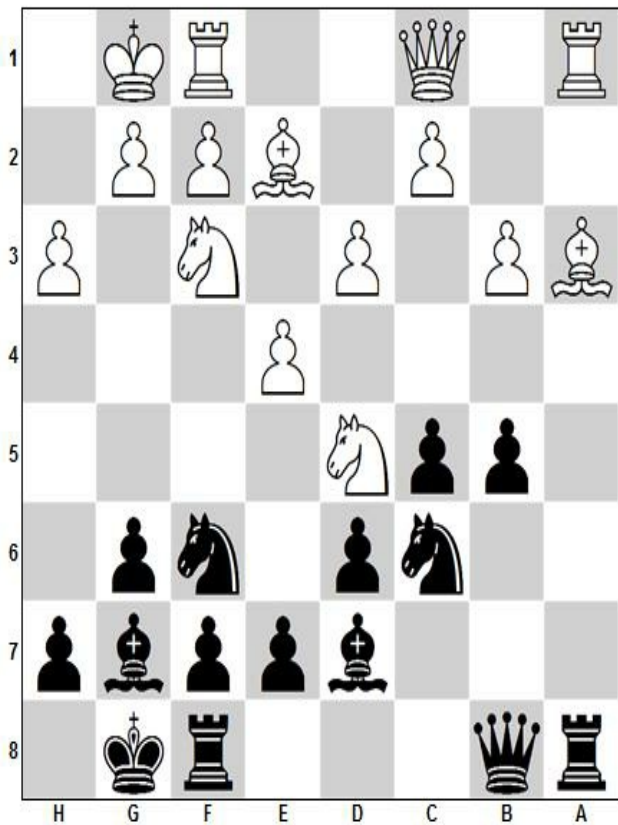
31. $Qe5+$

(879) Black to move



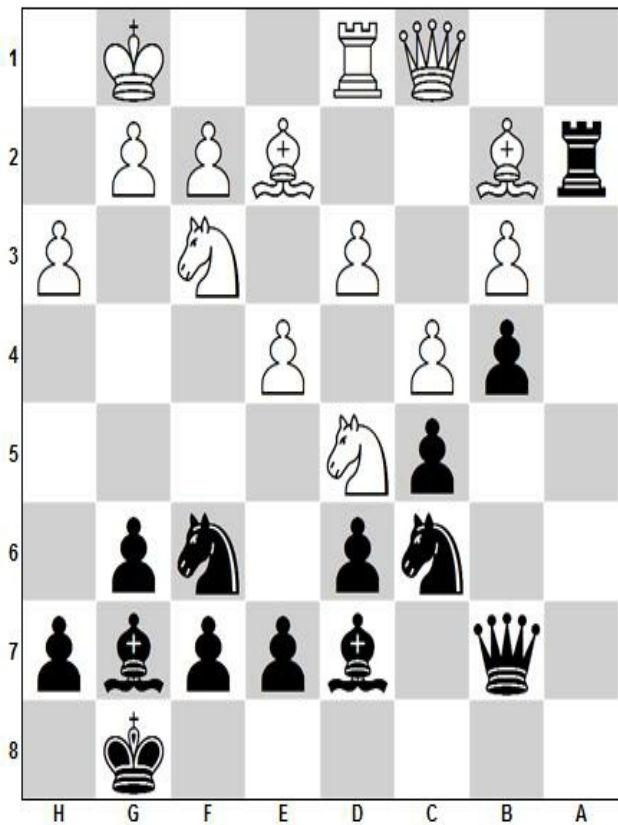
34...*fxe6*

(880) Black to move



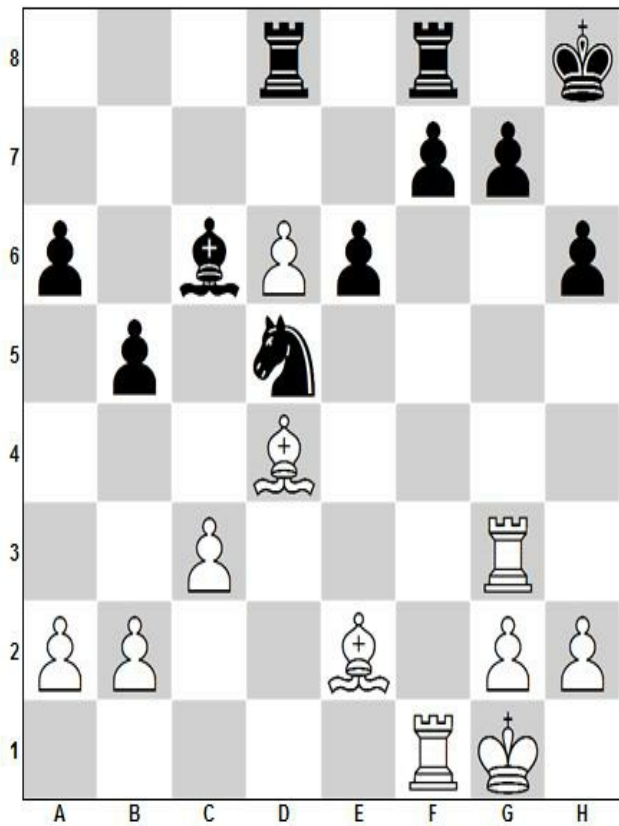
13...Nxd5

(881) Black to move



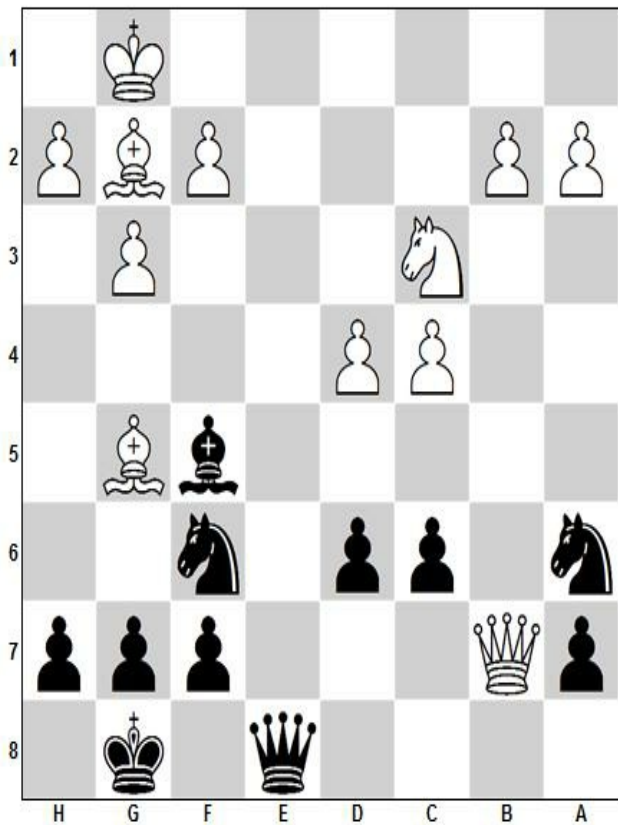
18...Rxb2

(882) White to move



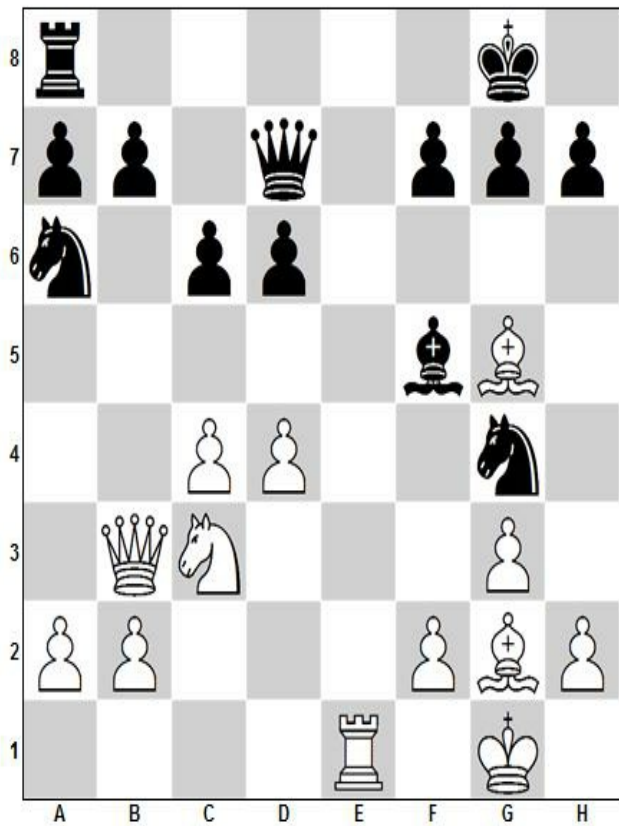
23.*Bxg*7+

(883) Black to move



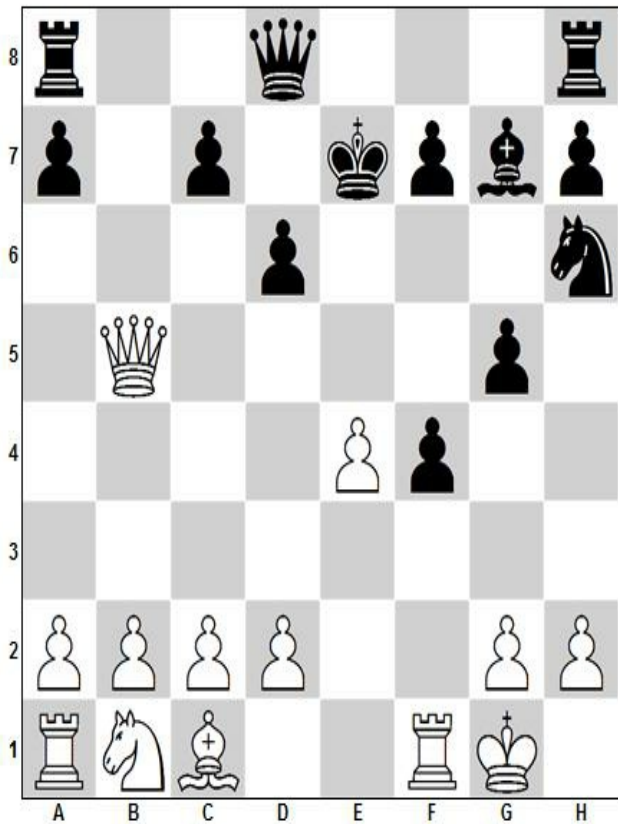
17...Qe1+

(884) White to move



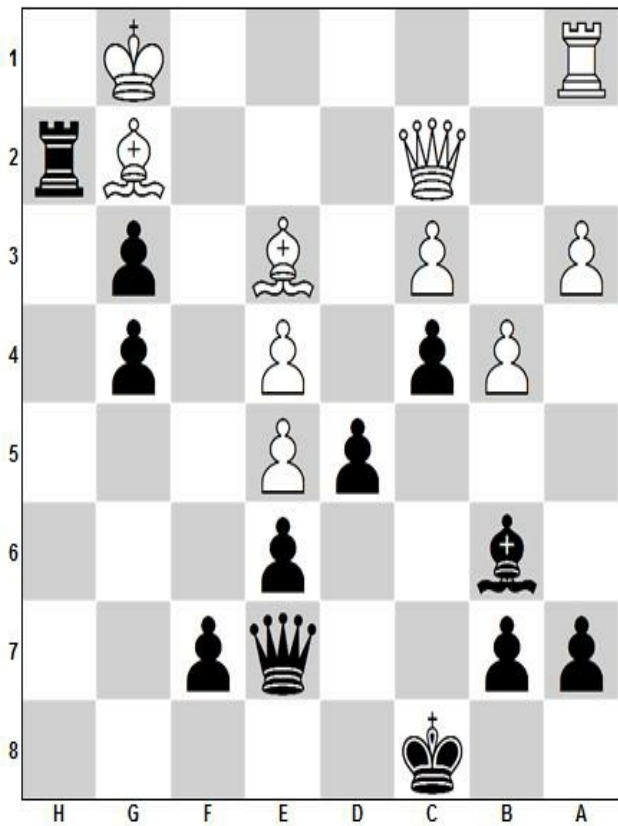
16.Re7

(885) White to move



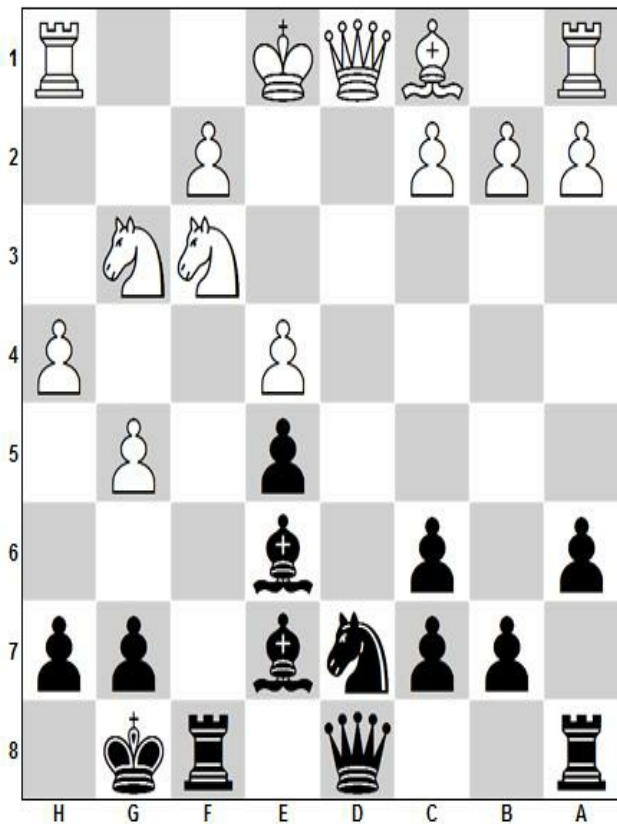
12. Q_{xg5+}

(886) Black to move



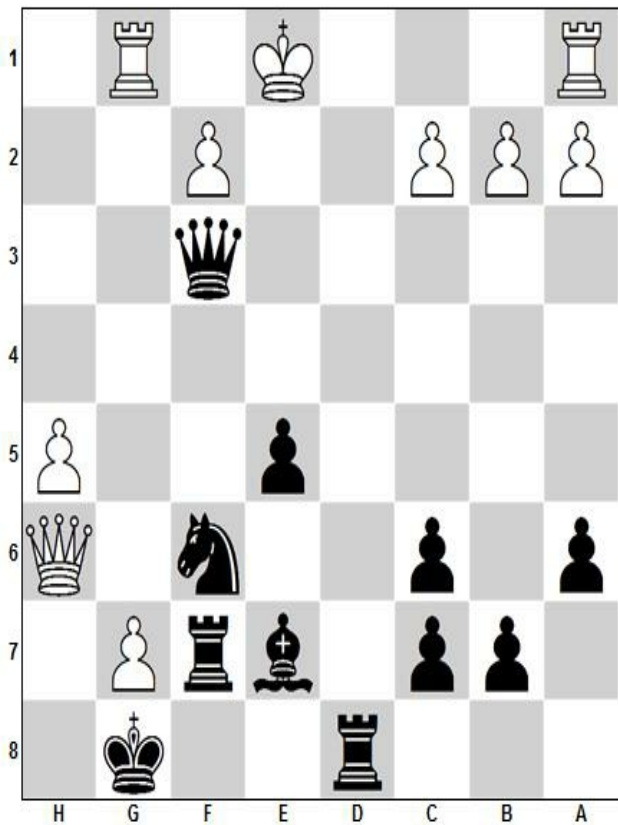
27...*Bxe3*+

(887) Black to move



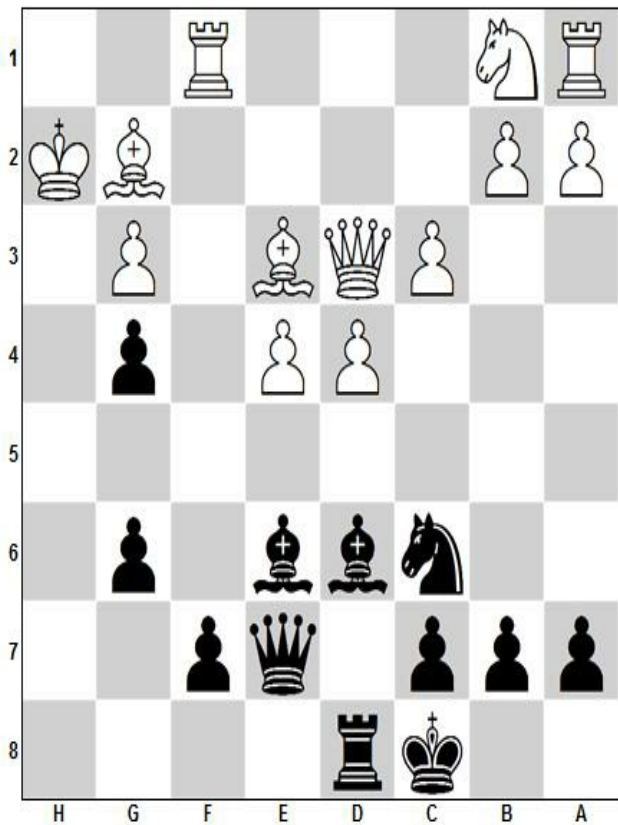
13...Bg4

(888) Black to move



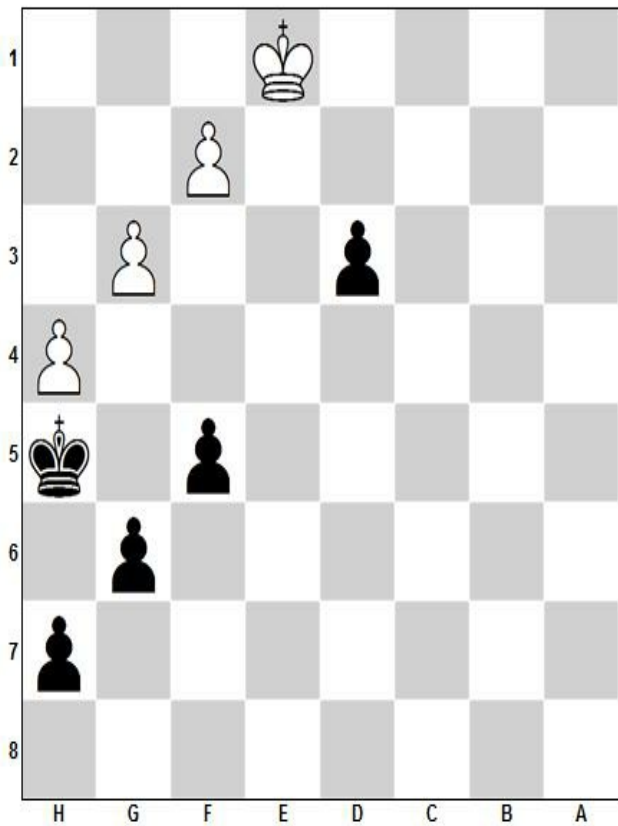
24...Nh7

(889) Black to move



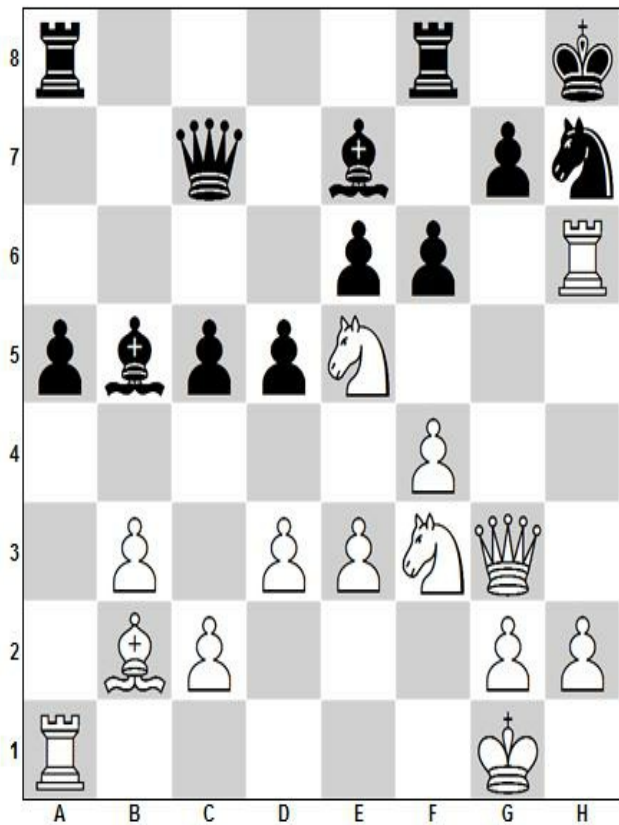
15...Qh4+

(890) Black to move



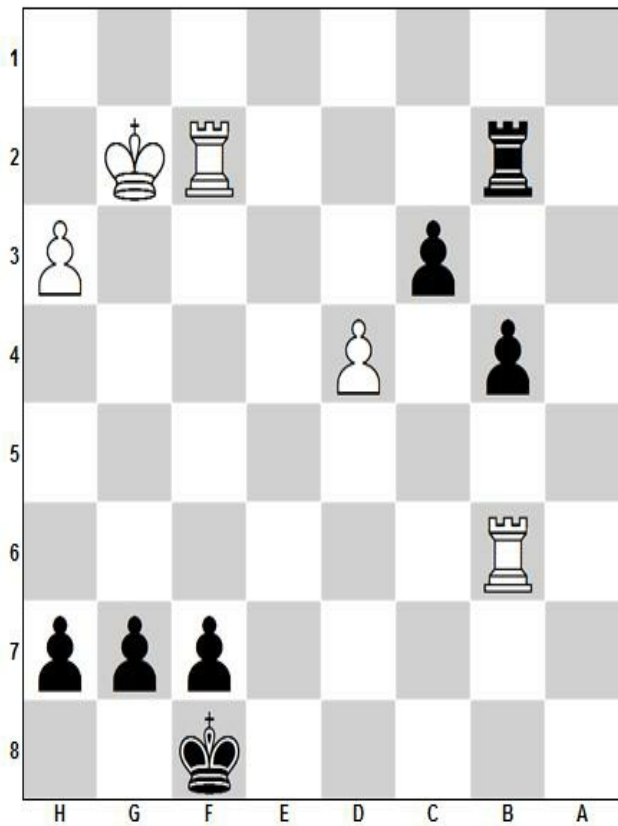
48...Kg4

(891) White to move



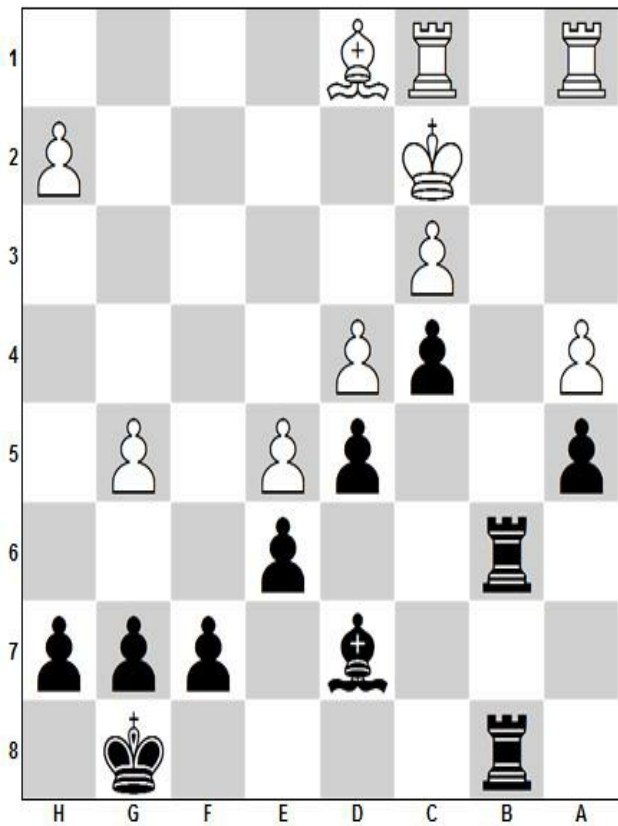
22.Ng5

(892) Black to move



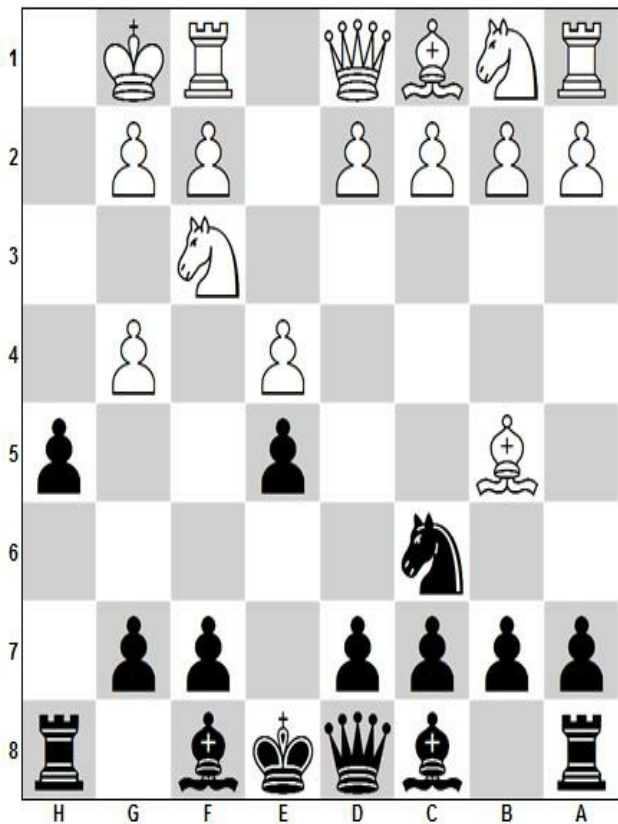
43... $Rxf2+$

(893) Black to move



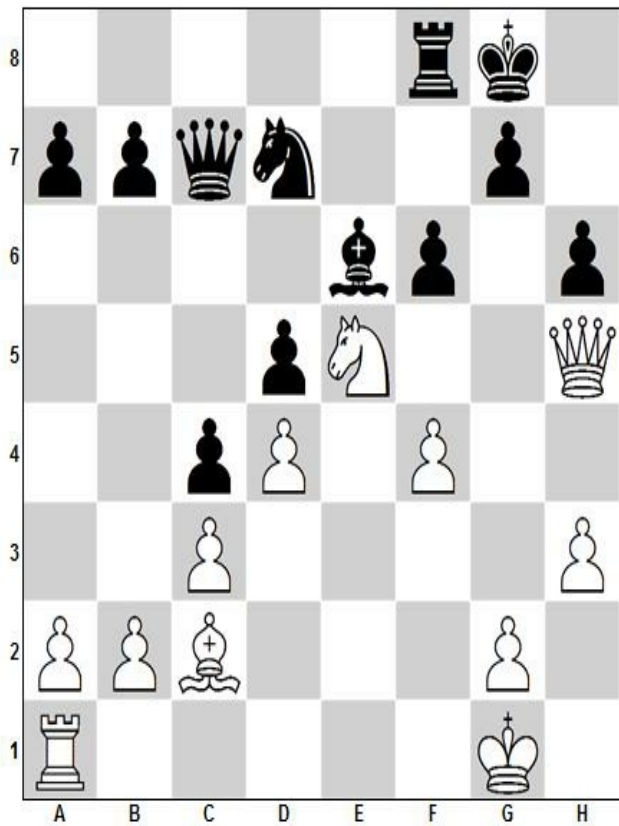
26...*Rb2*#

(894) Black to move



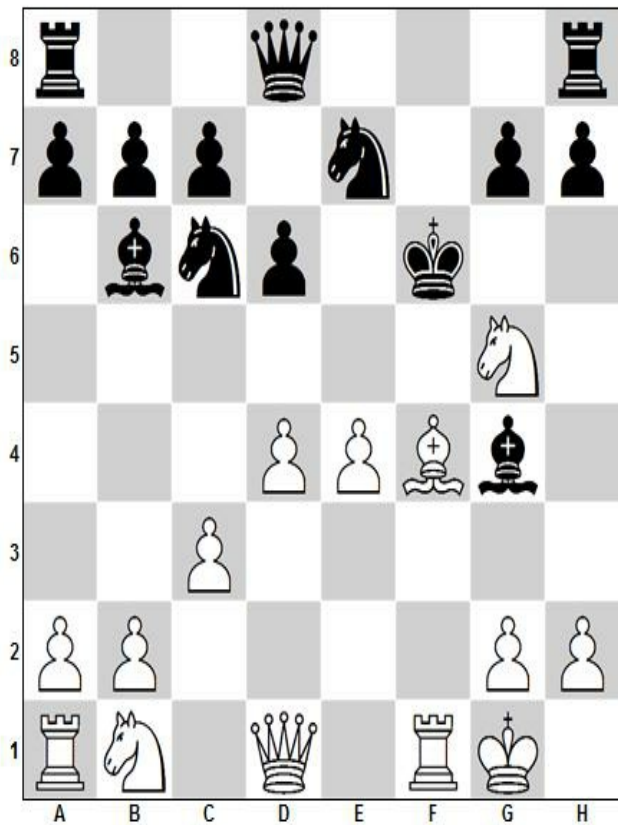
6...hxg4

(895) White to move



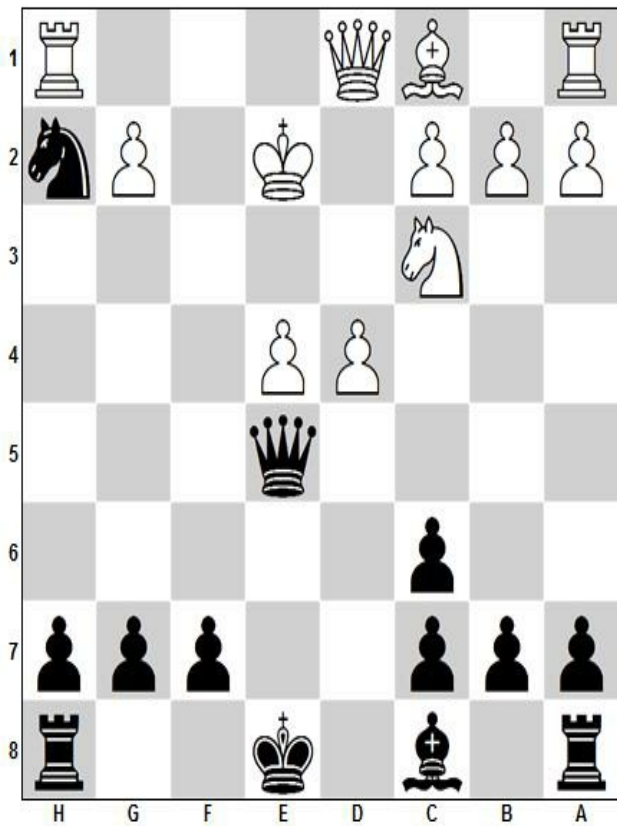
22.Qg6

(896) White to move



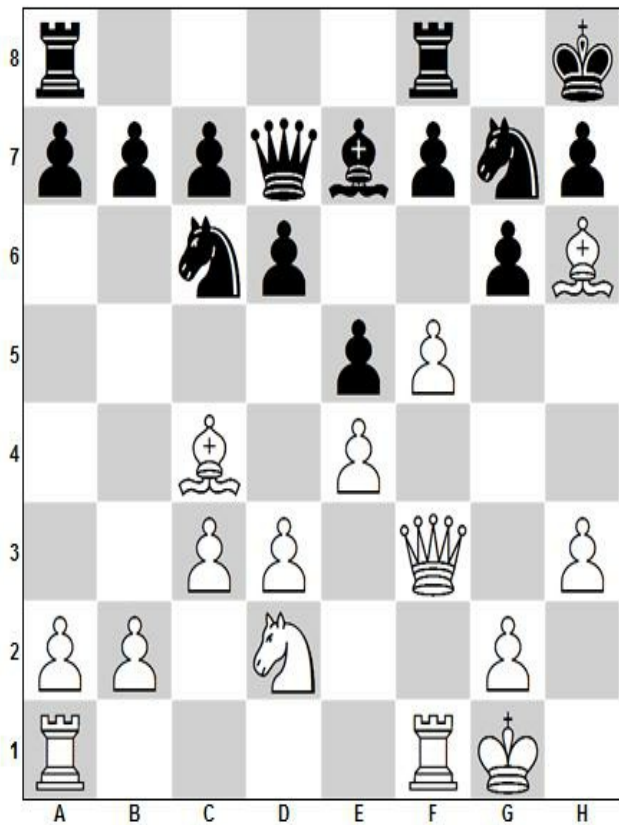
11.Qxg4

(897) Black to move



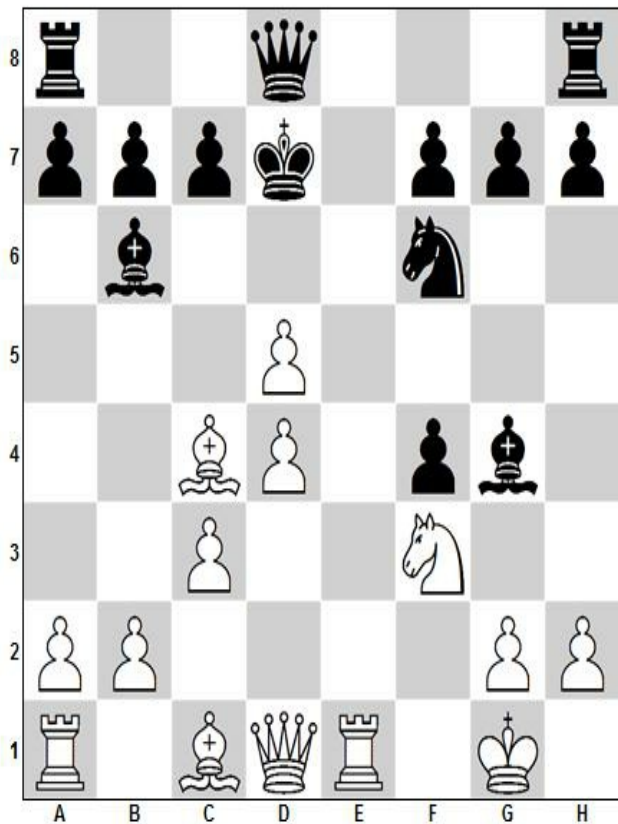
11...Bg4+

(898) White to move



14.f6

(899) White to move

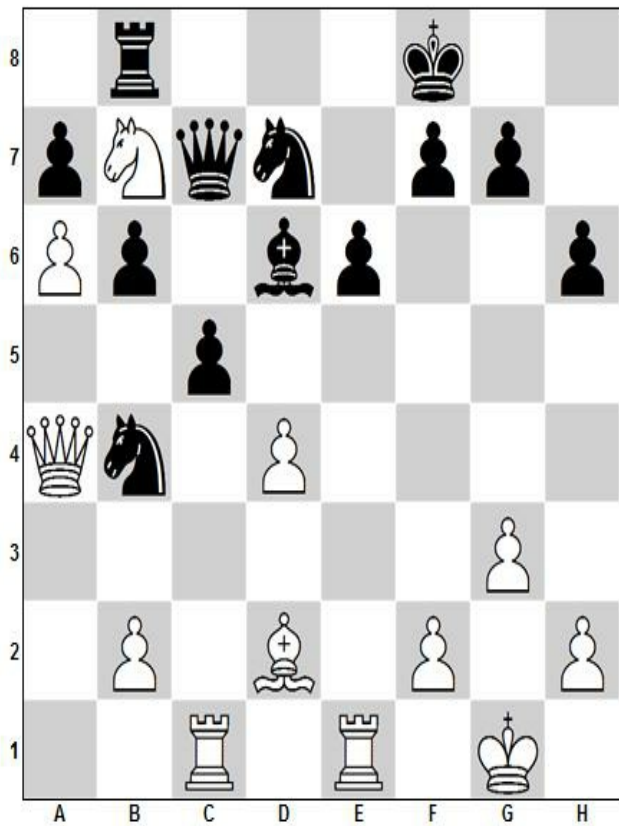


13.Ne5+



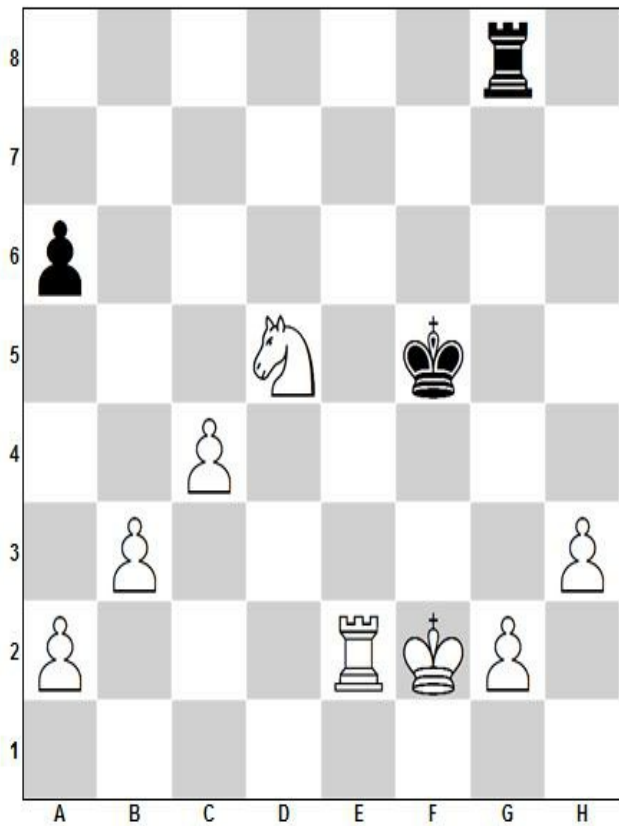
**Problems
900-1001**

(900) White to move



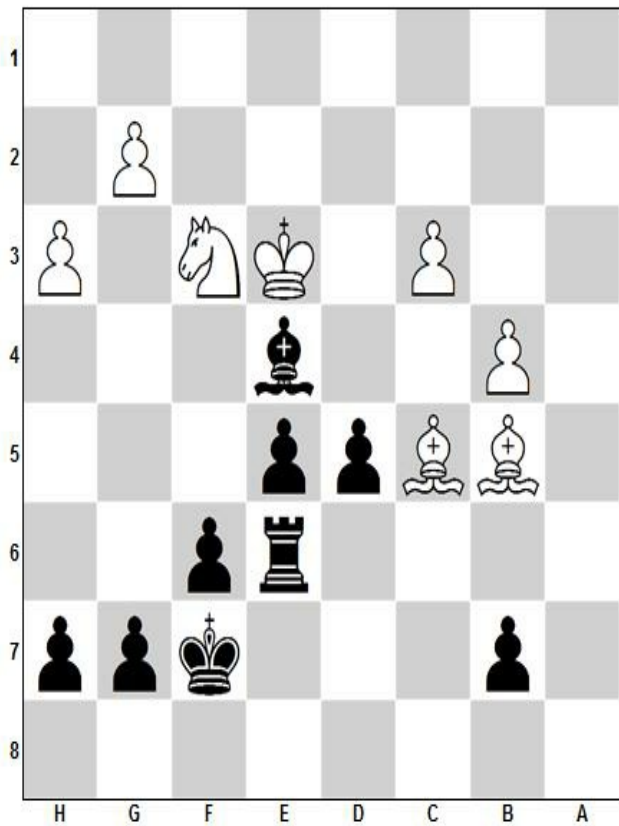
29.Bxb4

(901) White to move



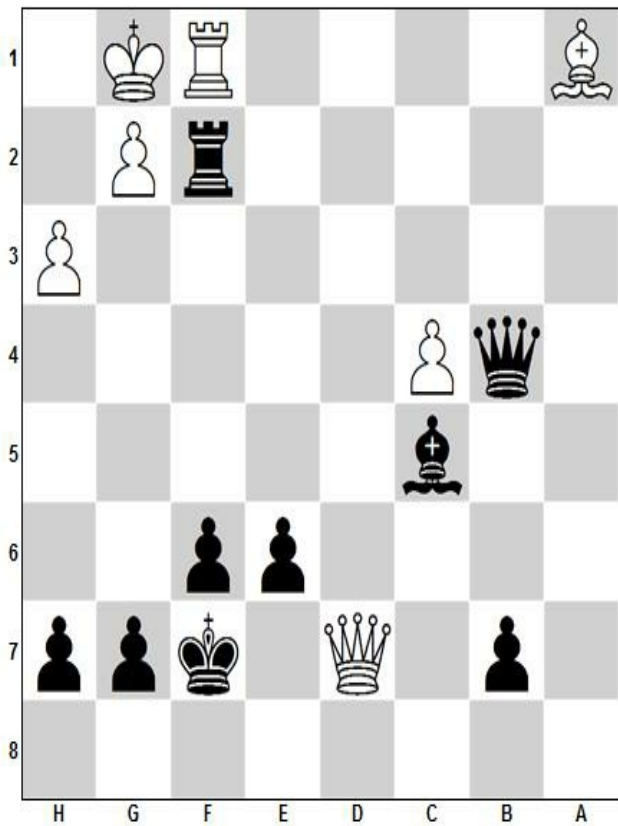
44.Ne7+

(902) Black to move



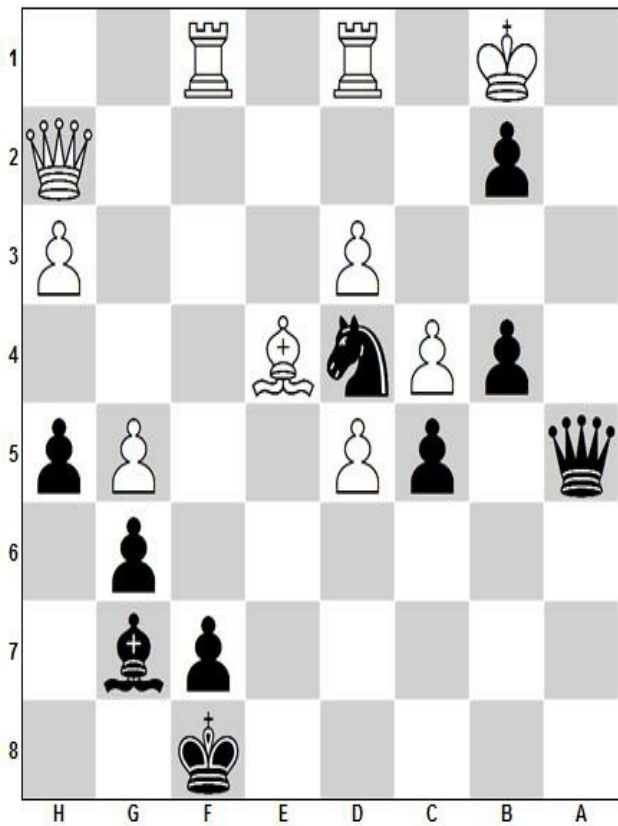
34...b6

(903) Black to move



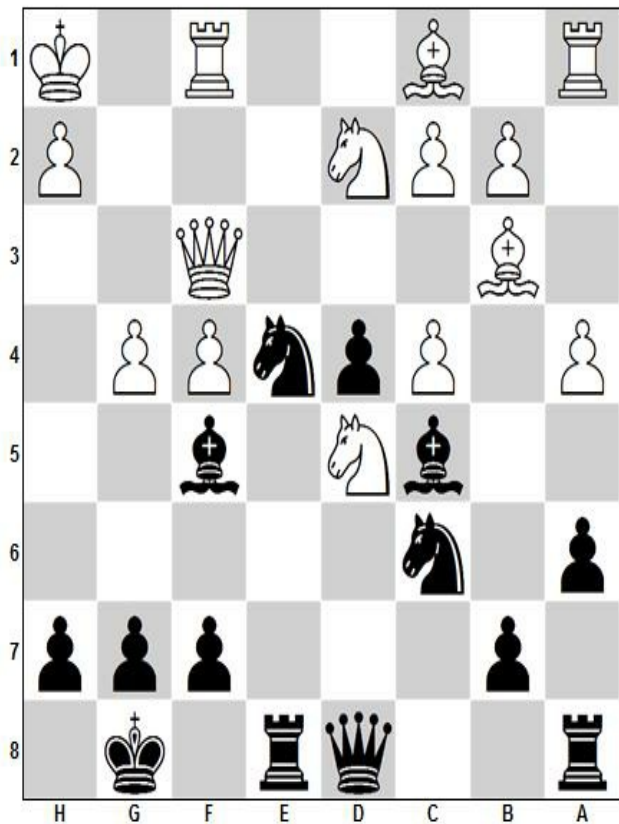
29...Kg6

(904) Black to move



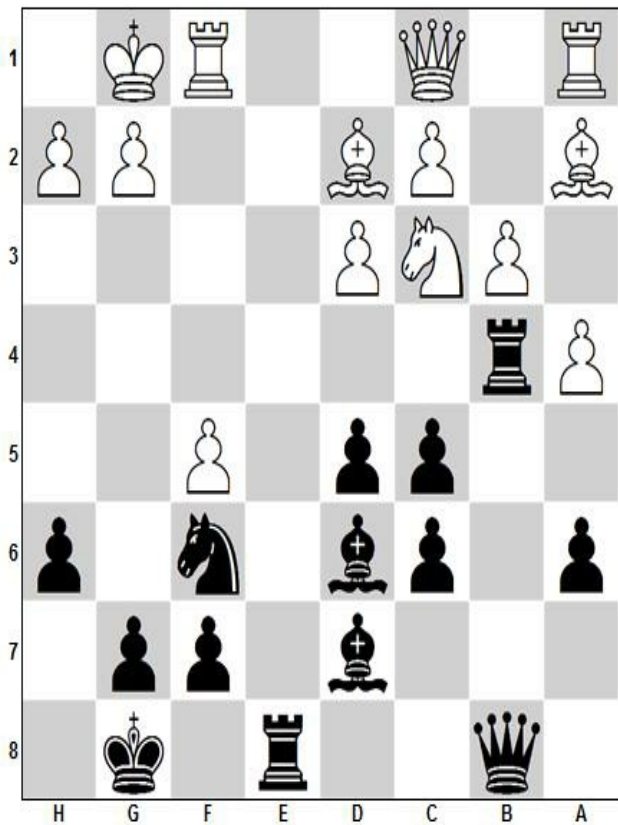
28...*Qa1*#

(905) Black to move



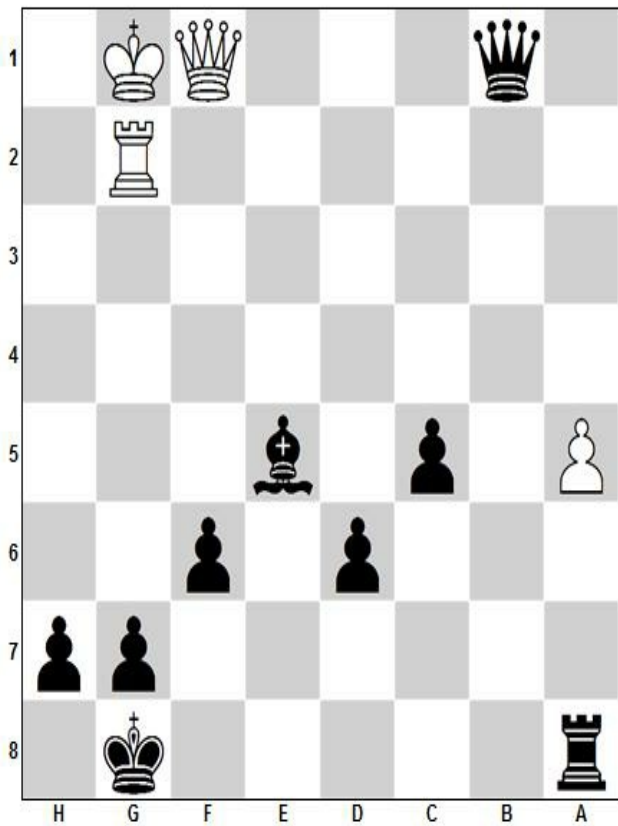
16...Nxd2

(906) Black to move



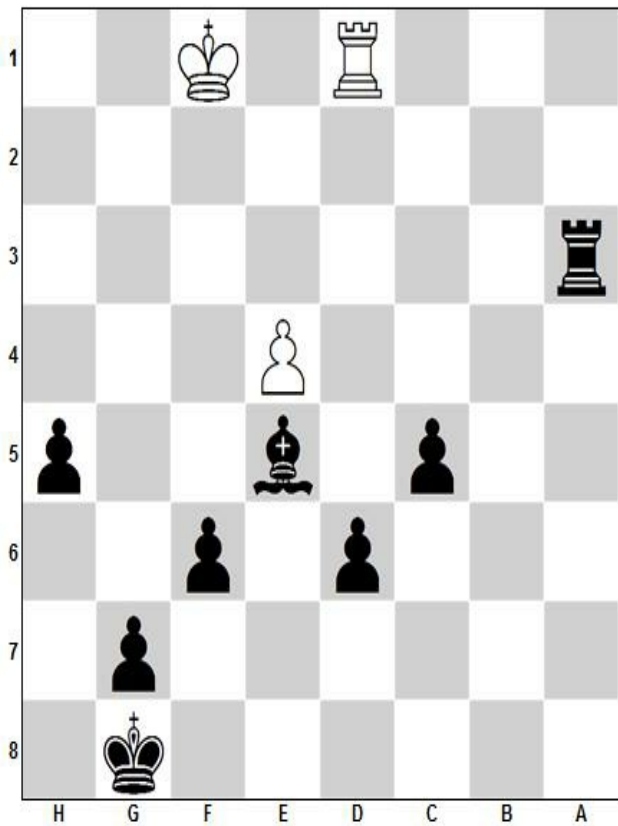
20... $B_x h^2 +$

(907) Black to move



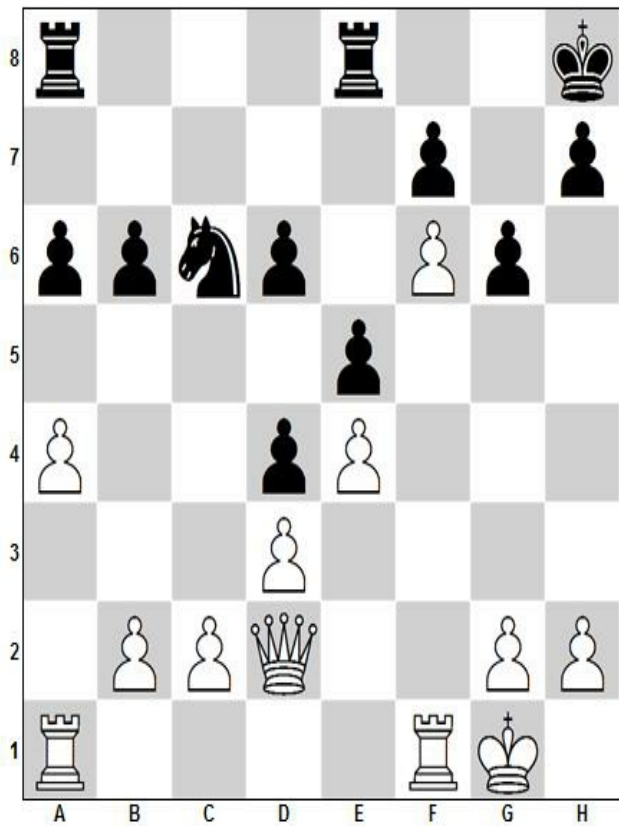
40...Bd4+

(908) Black to move



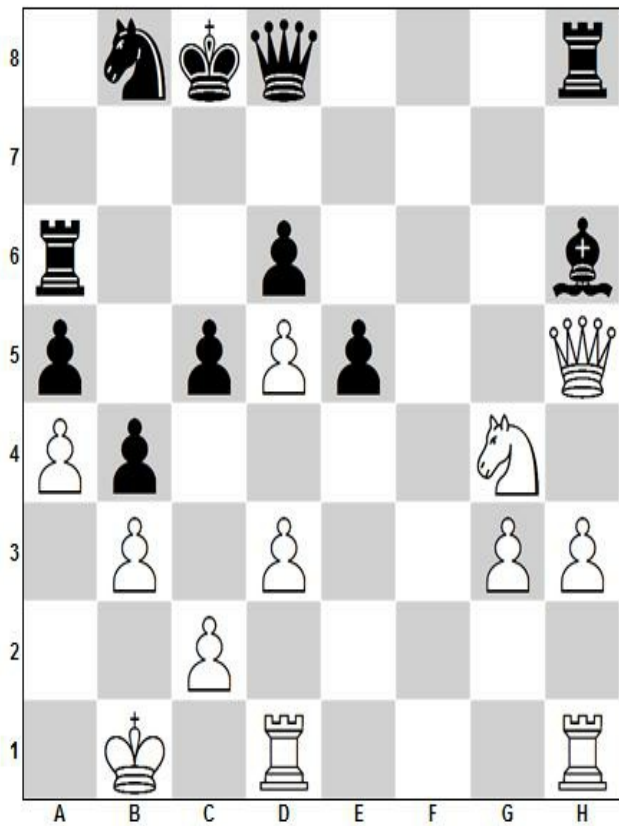
43...*Ral*

(909) White to move



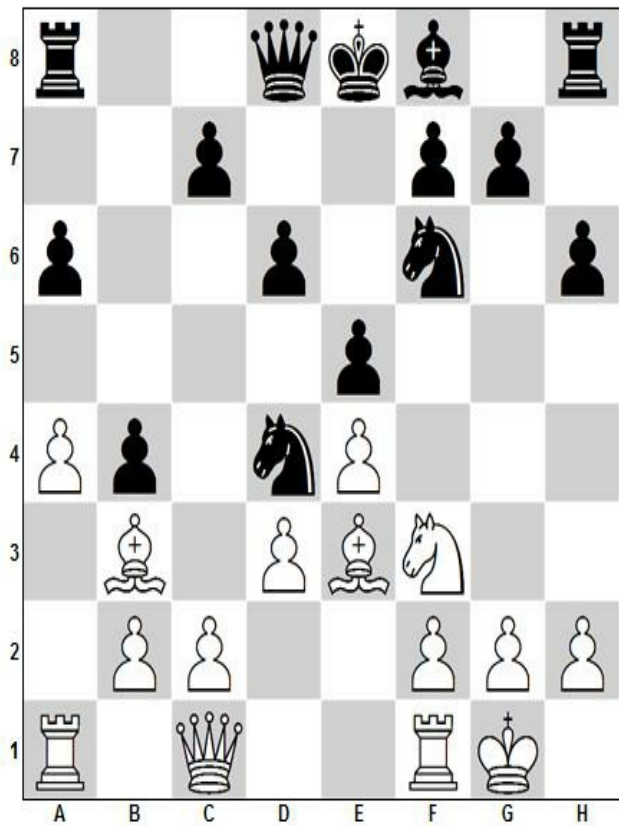
23.*Qh6*

(910) White to move



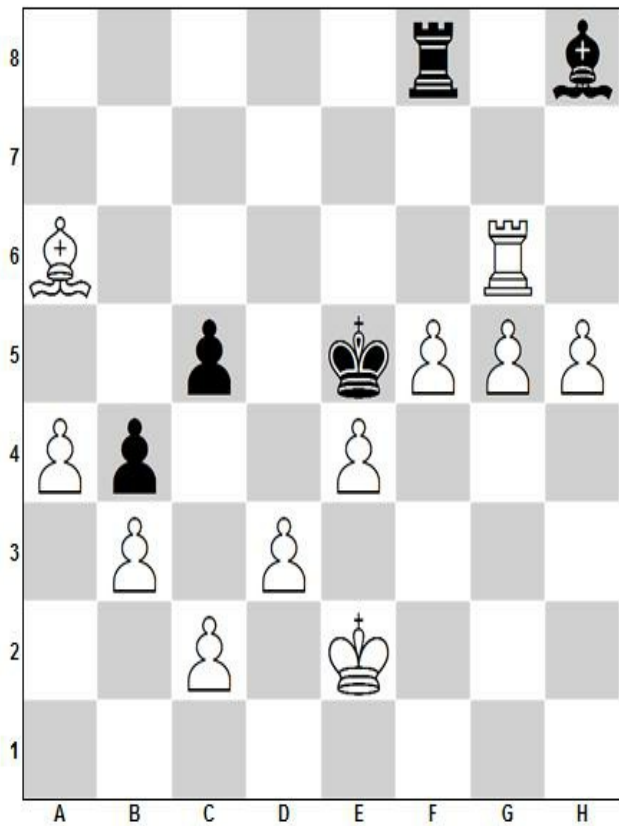
27.Nxh6

(911) White to move



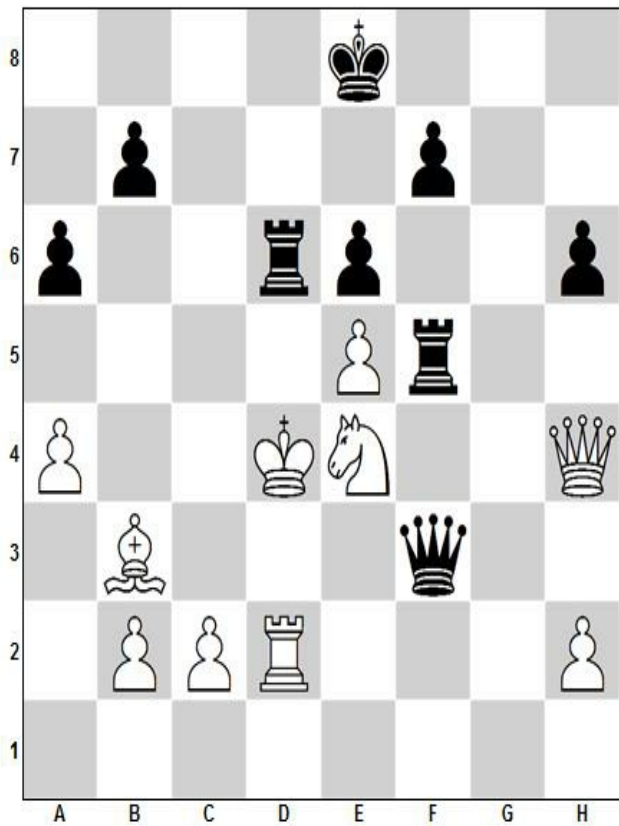
12.Bxd4

(912) White to move



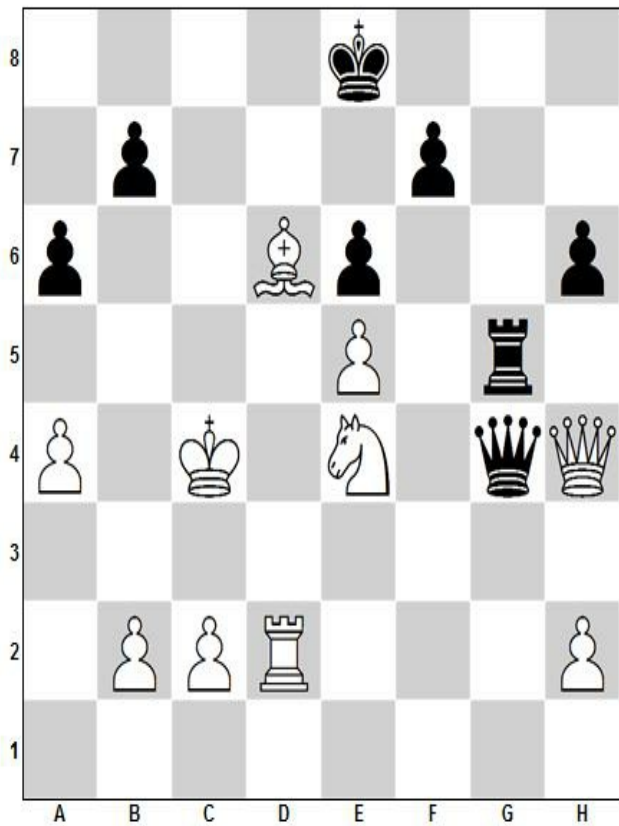
43.*Ke3*

(913) White to move



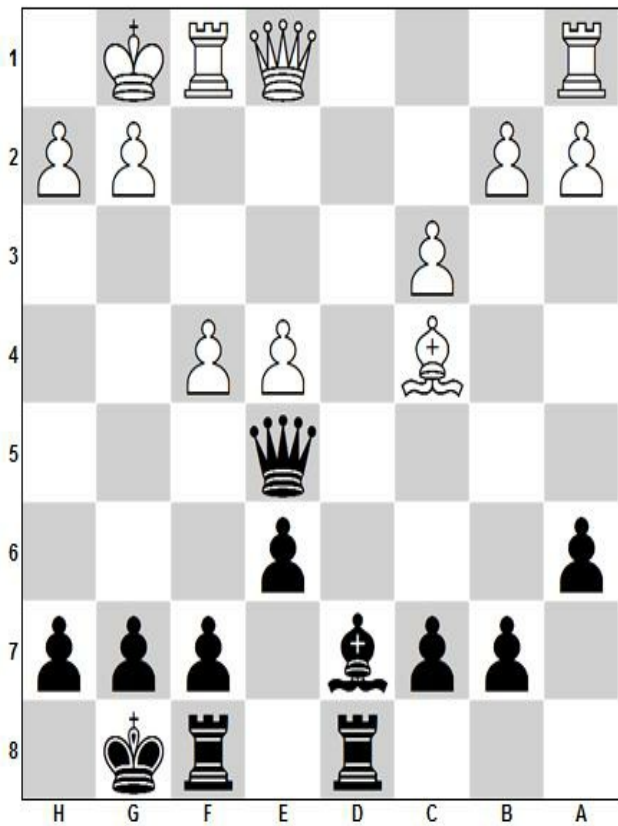
38. *Nxd6+*

(914) White to move



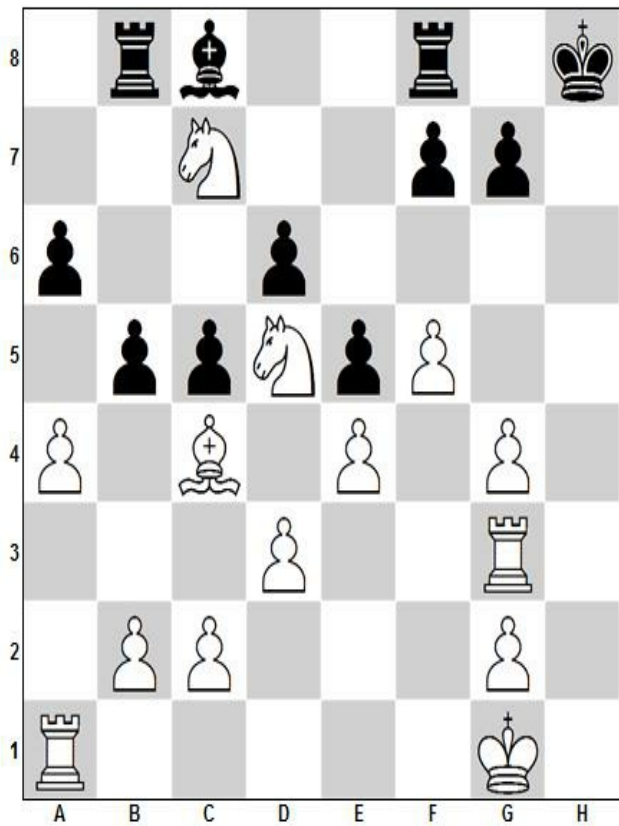
41.Qxh6

(915) Black to move



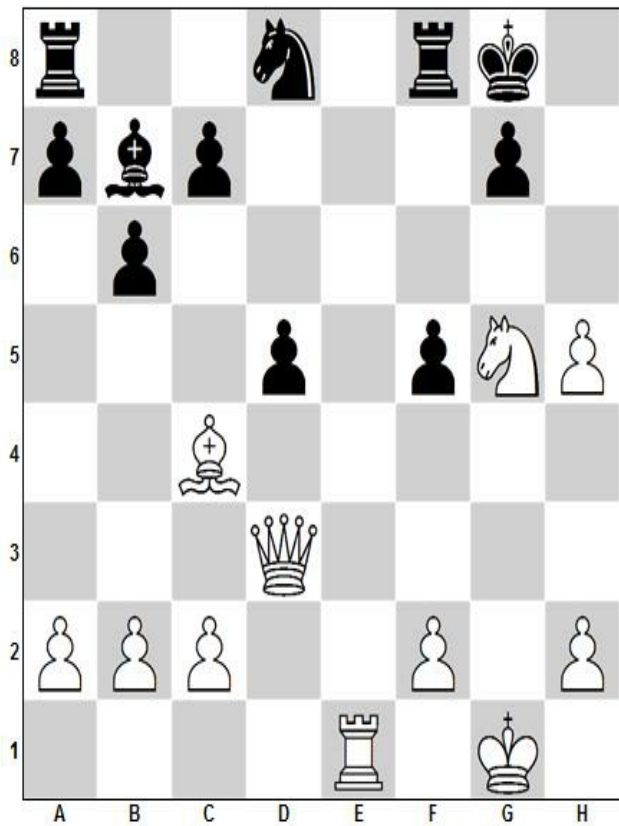
17...Qc5+

(916) White to move



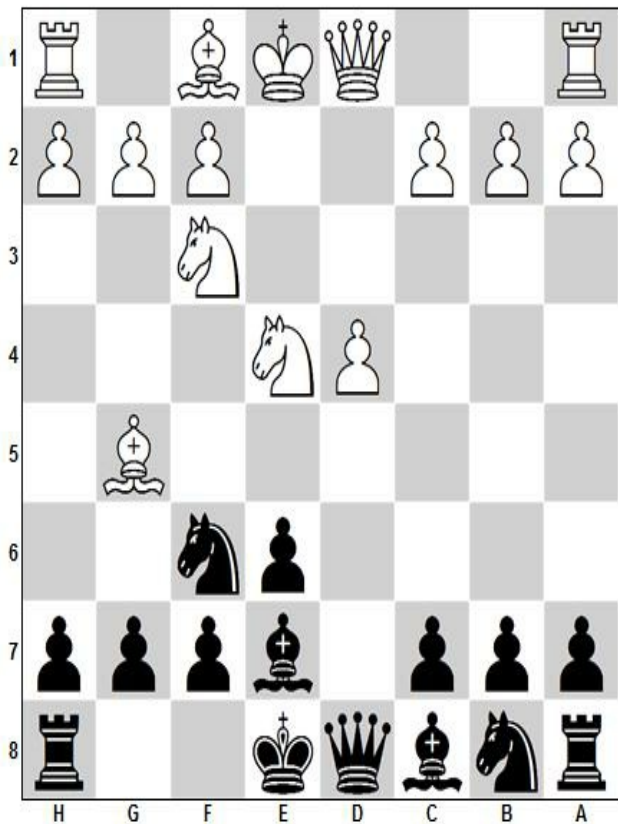
22. Rh^{3+}

(917) White to move



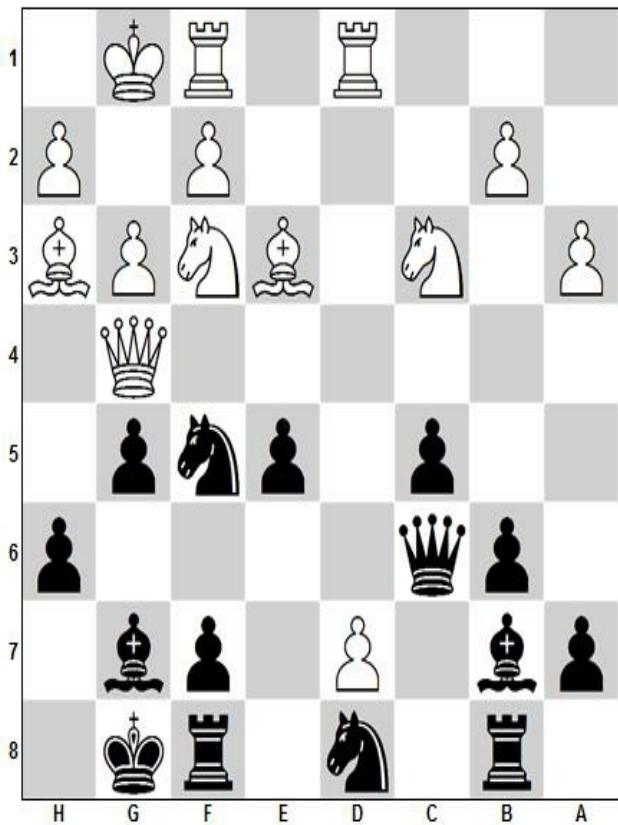
19.Bxd5+

(918) Black to move



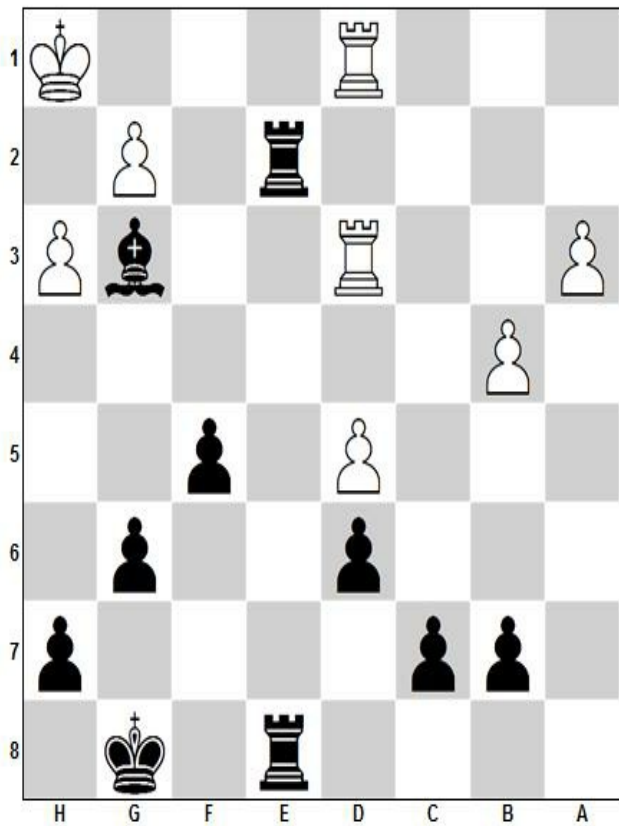
6...Nxe4

(919) Black to move



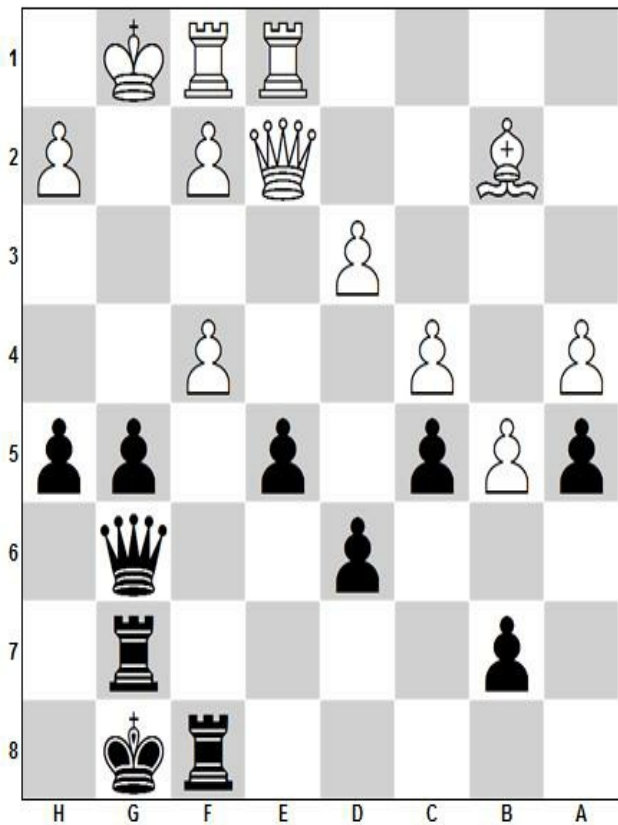
21...Nd4

(920) Black to move



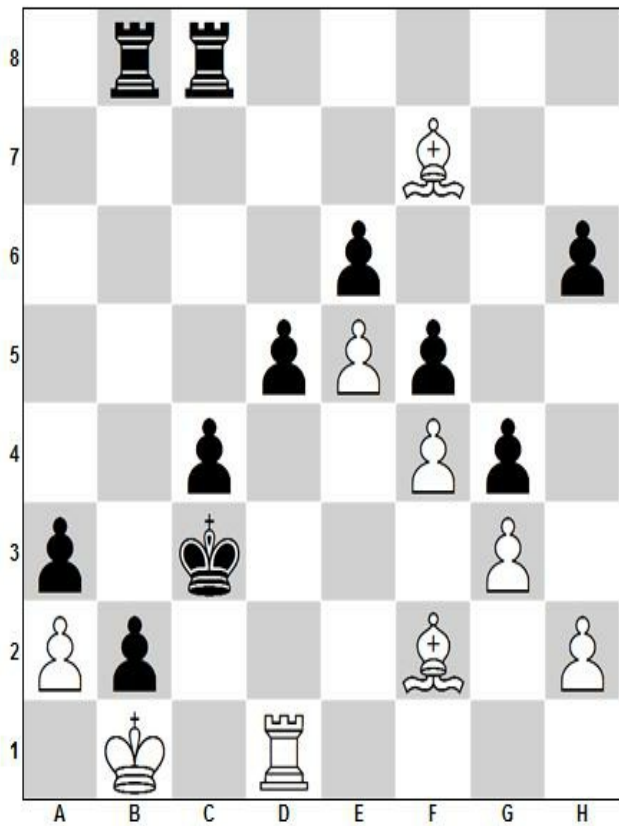
38...*Rel*+

(921) Black to move



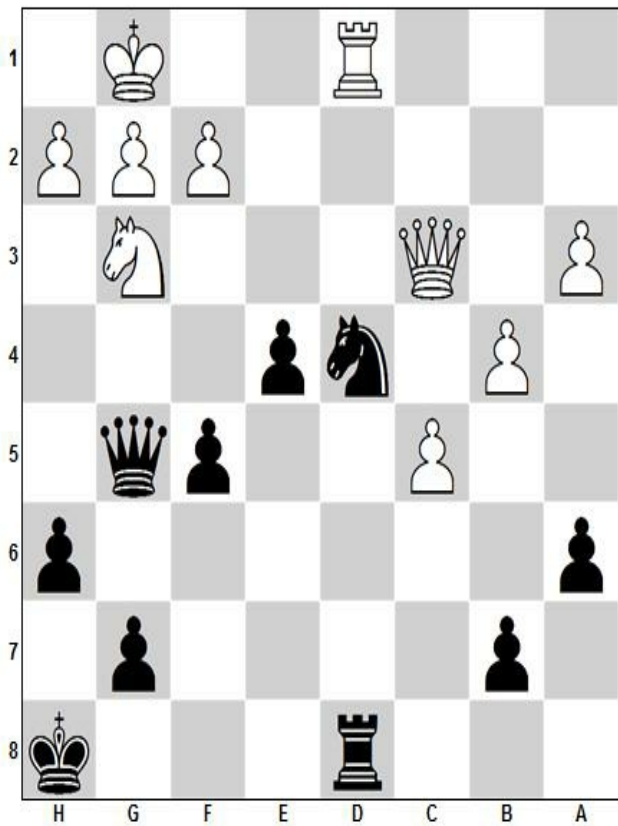
32...gxf4+

(922) White to move



43.Bel#

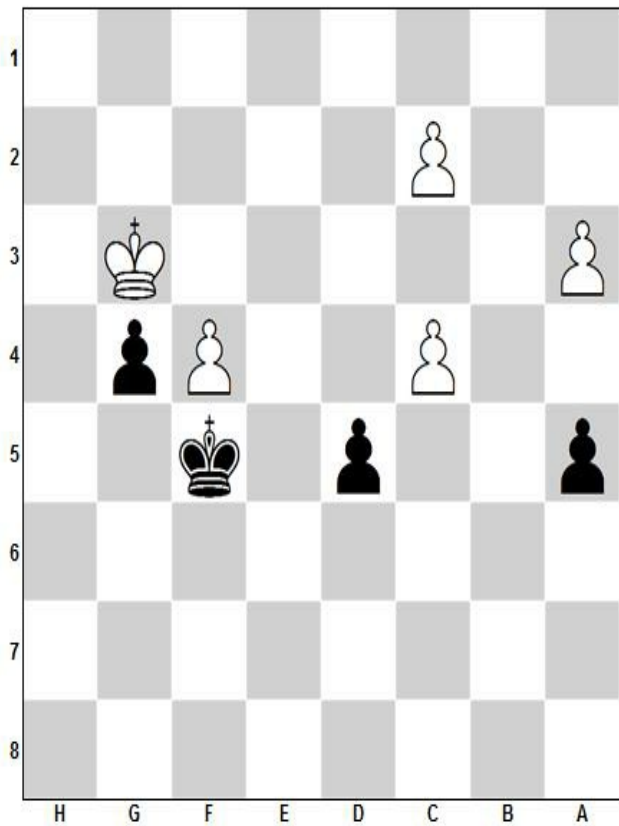
(923) Black to move



32...Ne2+!! forks the White King and Queen, and threatens a back rank mate with Rxd1.

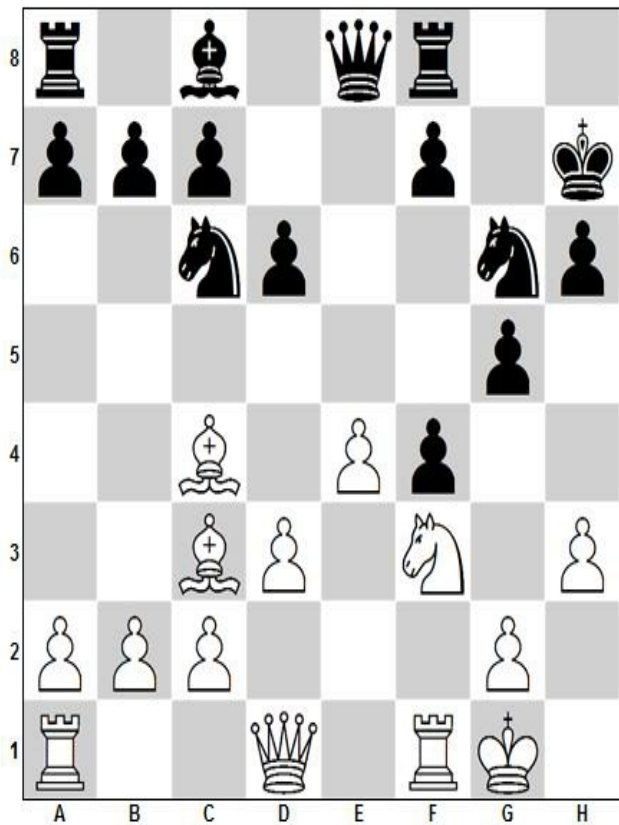
From the game George Smith (1413) – Edgar Reyes (1809), White Knights Tournament, Round 1, Reno, NV, January 9, 2003

(924) Black to move



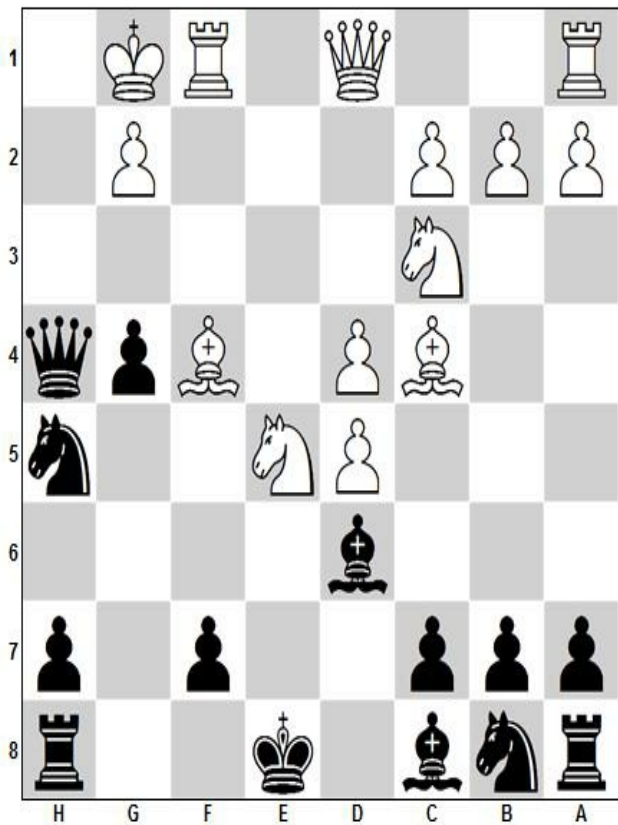
41...dxc4

(925) White to move



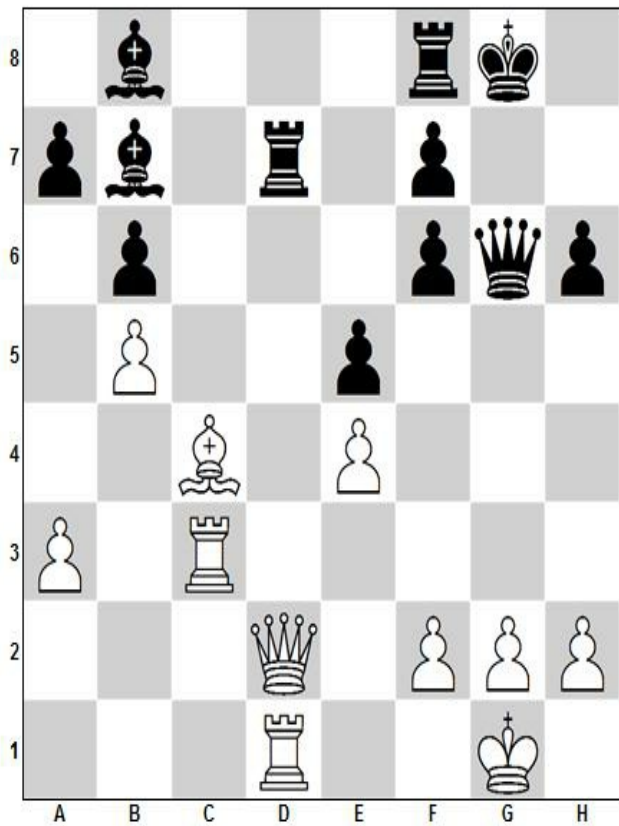
17.Nxg5+

(926) Black to move



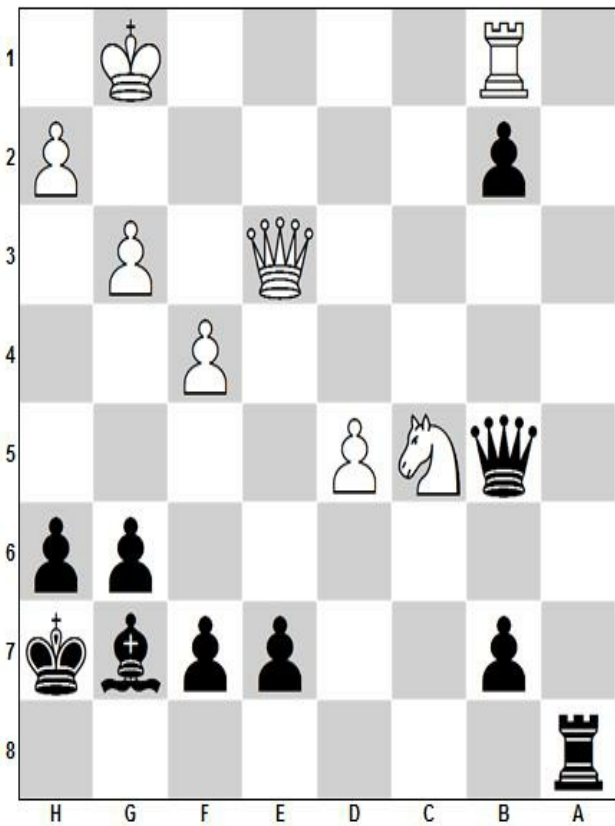
11...g3

(927) White to move



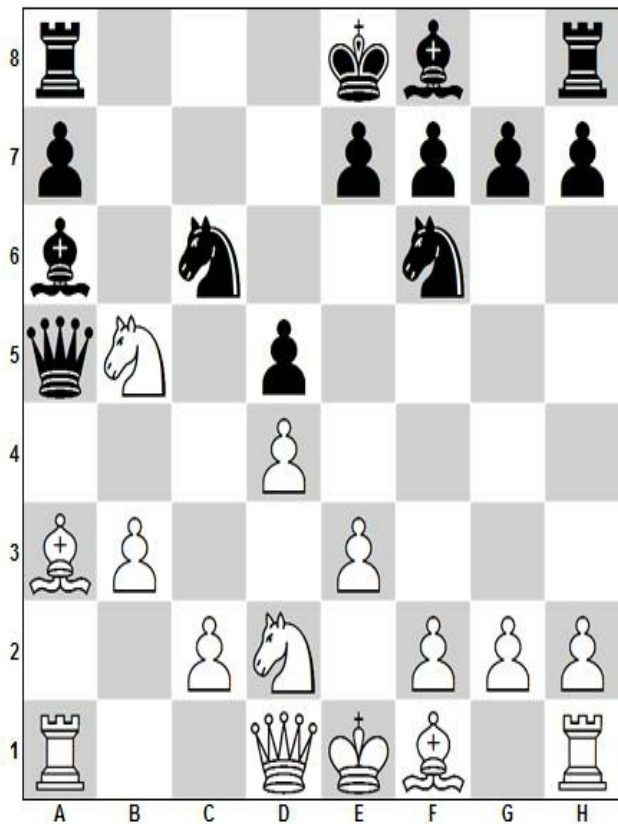
26. $Qxd7$

(928) Black to move



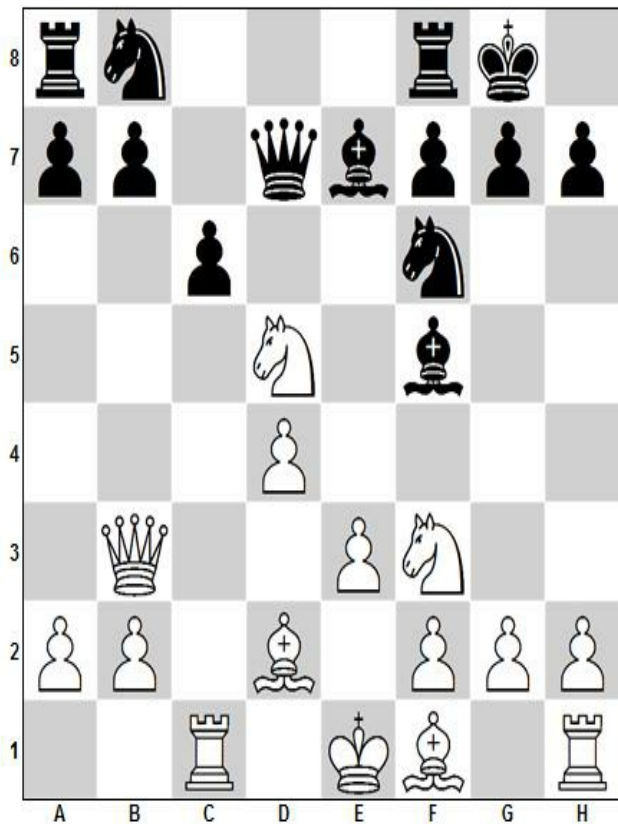
36...*Ral*

(929) White to move



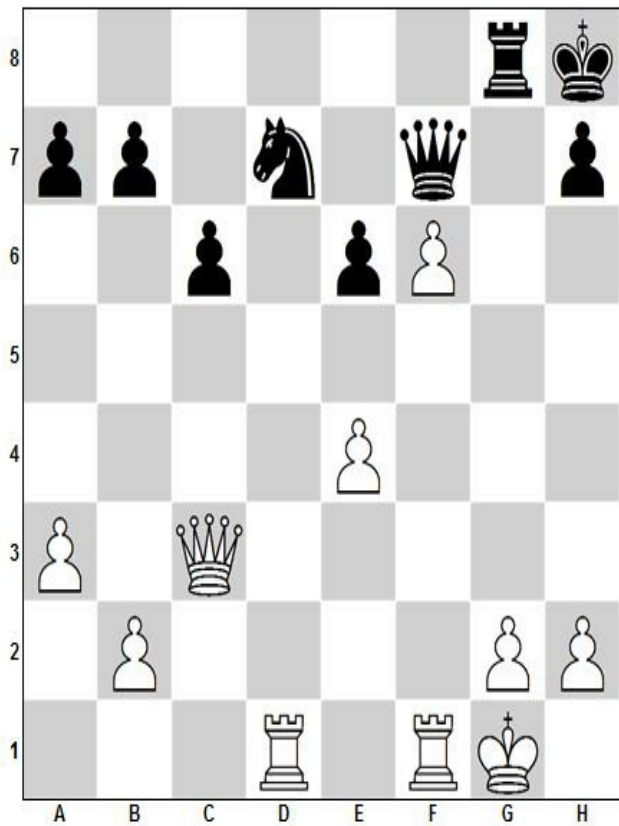
10.Bxe7

(930) White to move



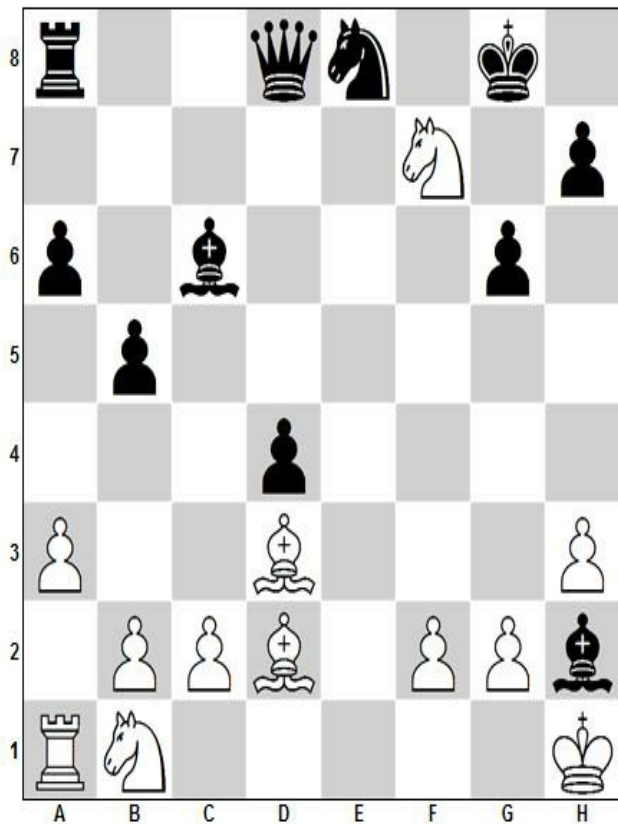
11.Nxe7+

(931) White to move



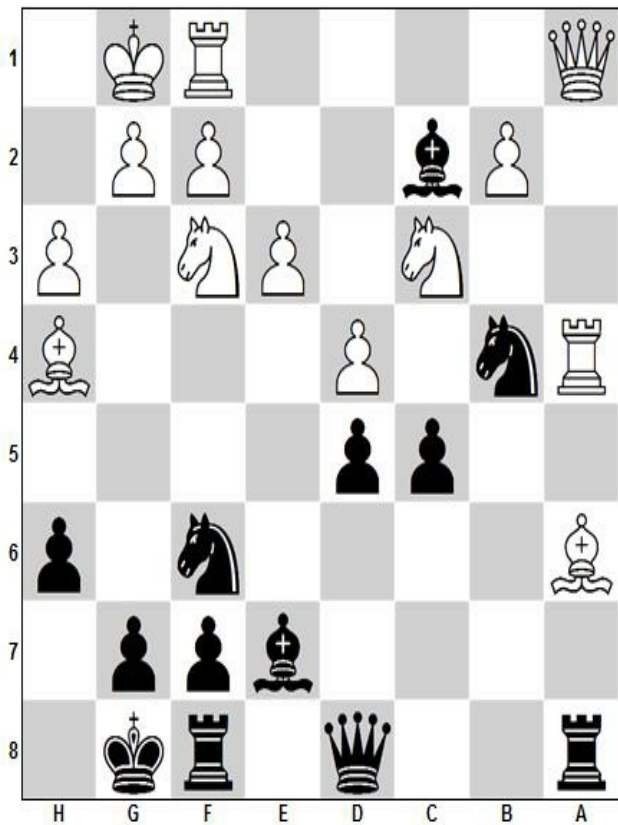
29.Rxd7

(932) White to move



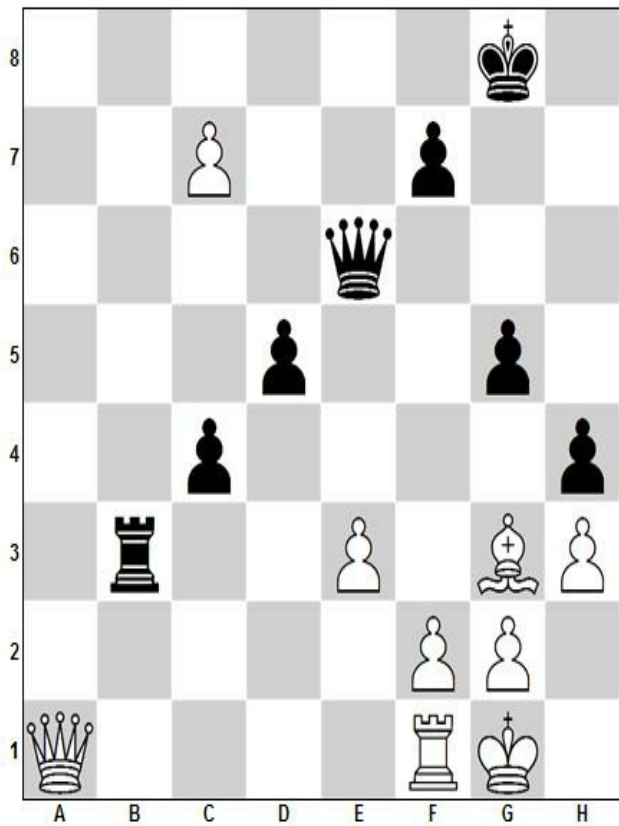
20.Nxd8

(933) Black to move



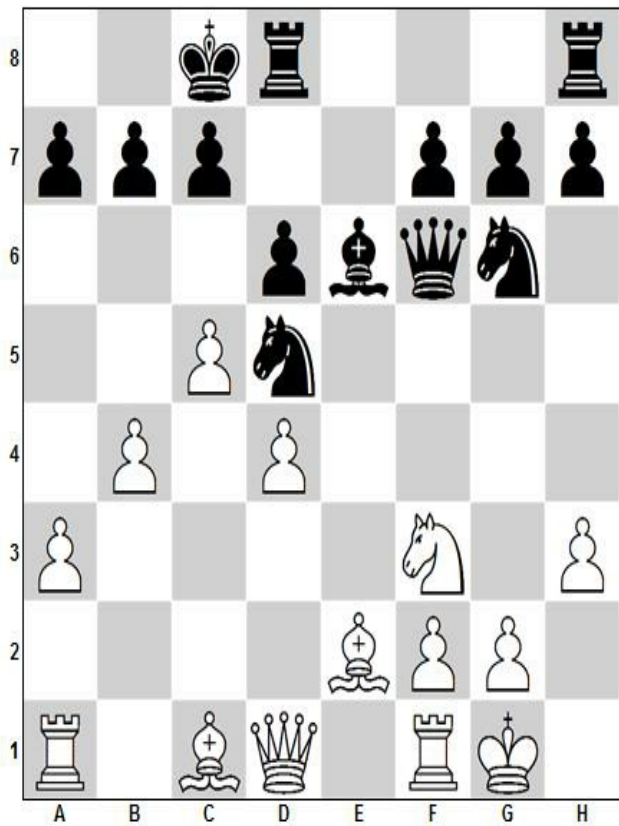
16...Bxa4

(934) White to move



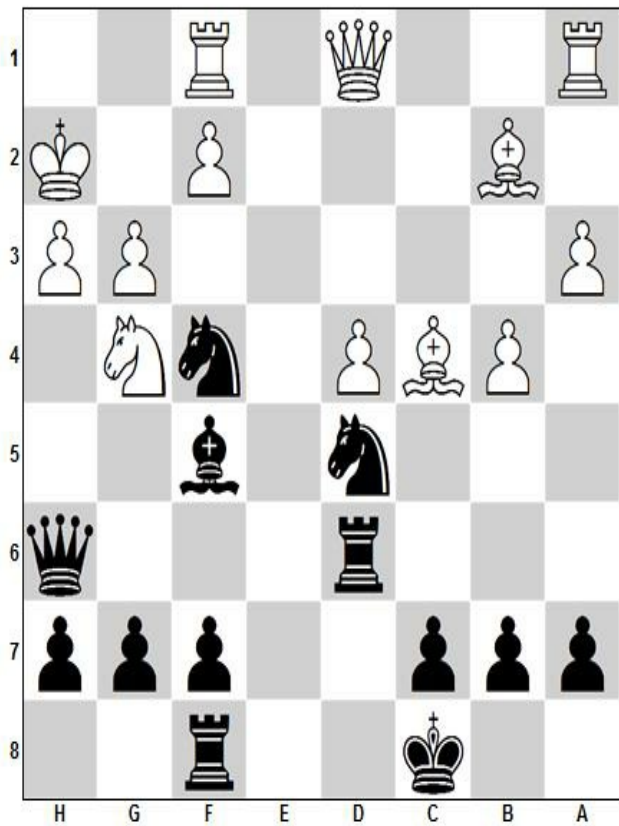
33. $Qa8^+$

(935) White to move



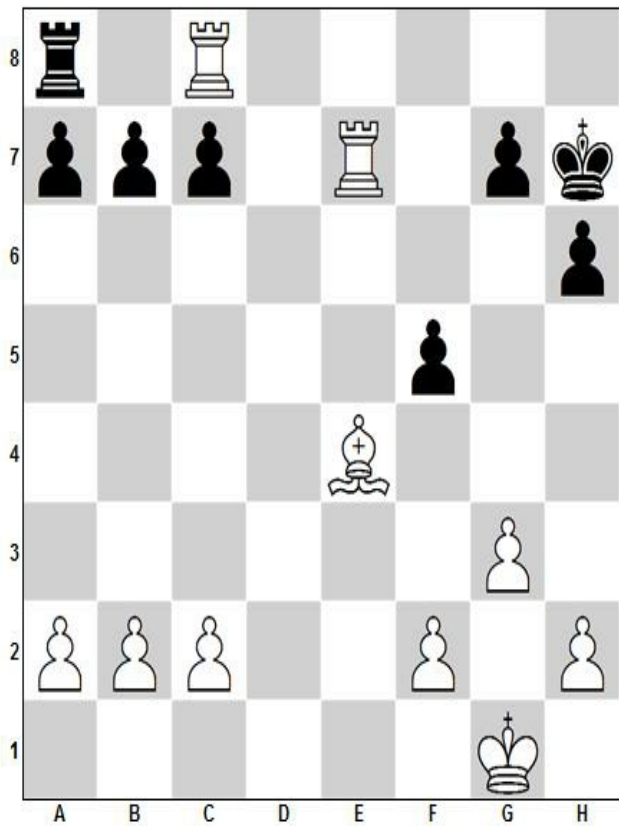
15.Bg5

(936) Black to move



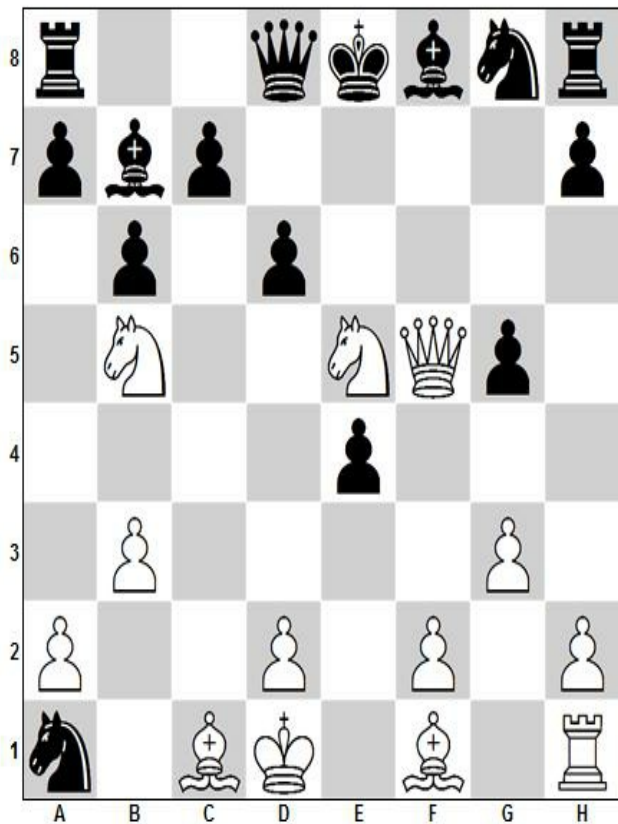
$21 \dots Qxh3+$

(937) White to move



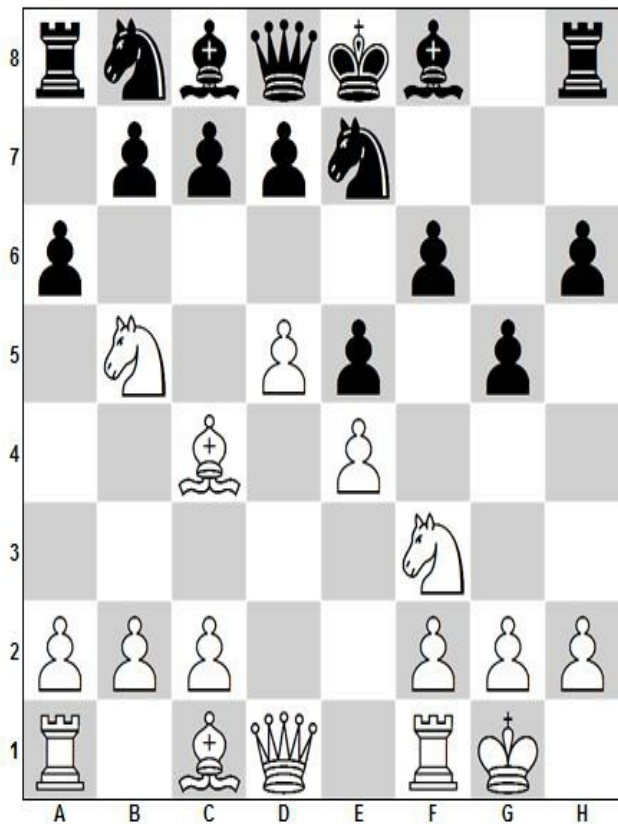
22.*Bxf5*#

(938) White to move



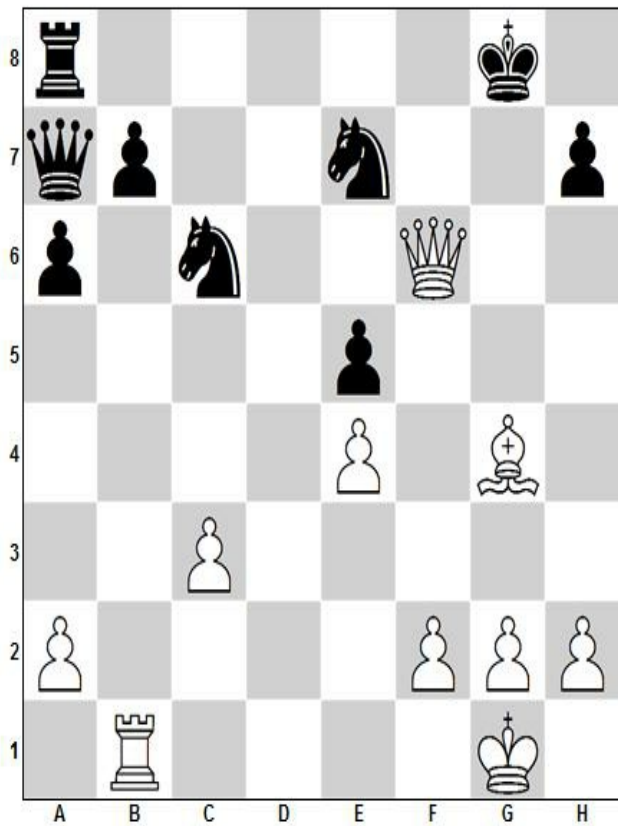
13.Qf7#

(939) White to move



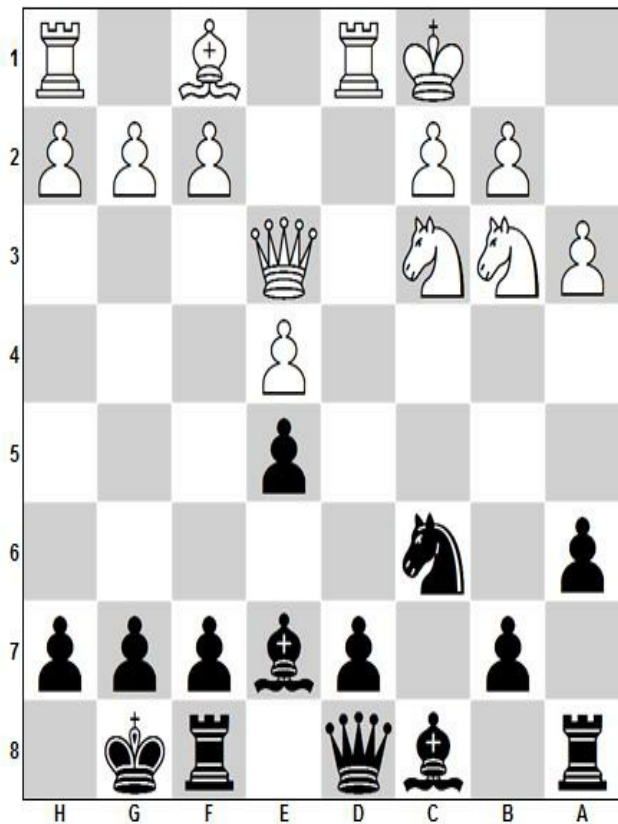
9.Nxe5

(940) White to move



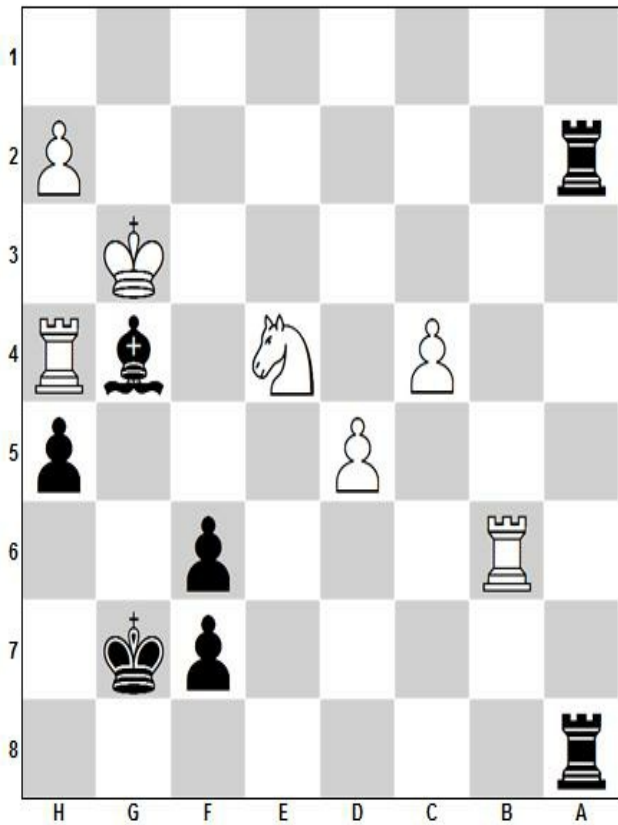
28.Be6#

(941) Black to move



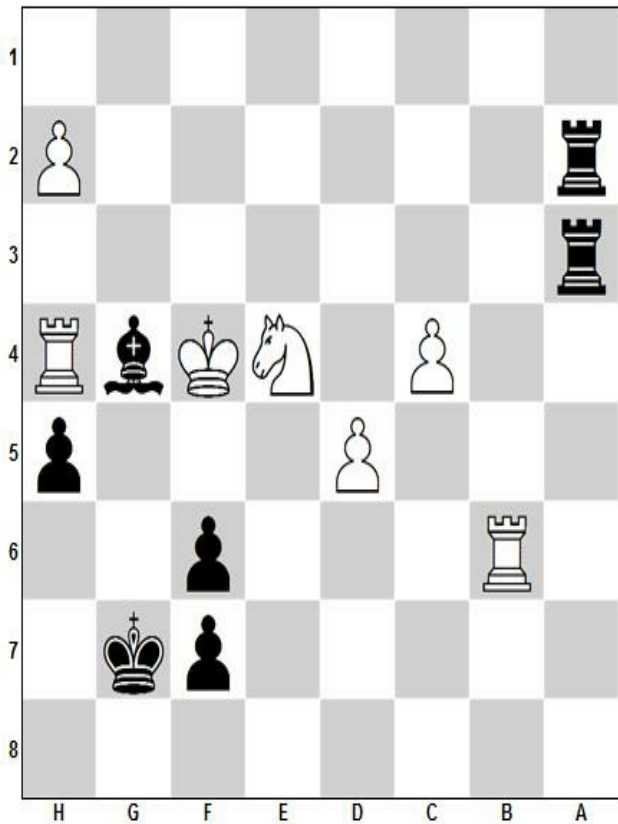
11...Bg5

(942) Black to move



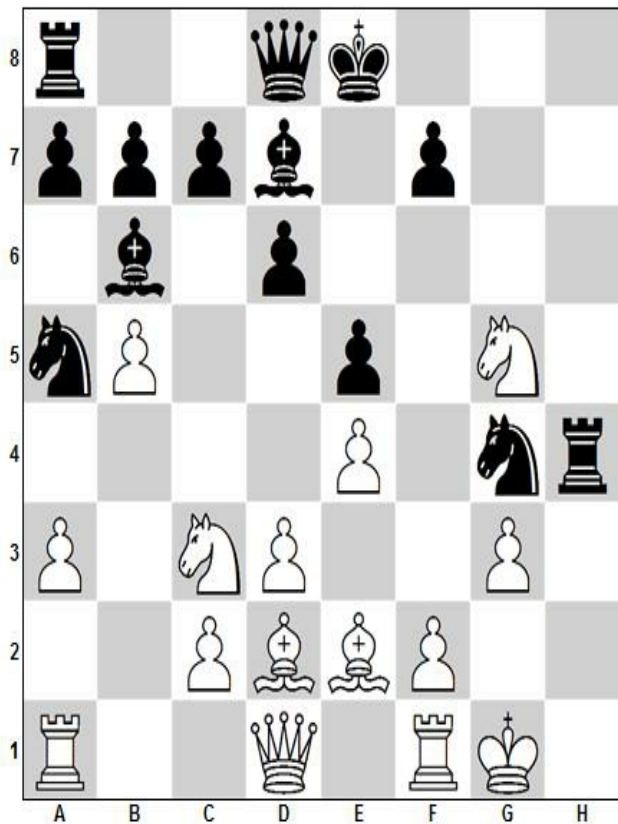
37...R8a3+

(943) Black to move



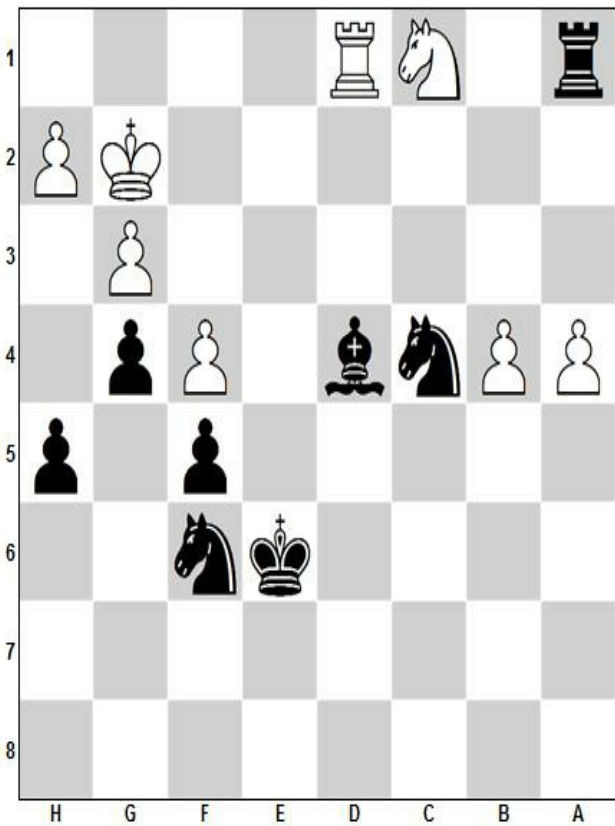
38...*Rf3*#

(944) White to move



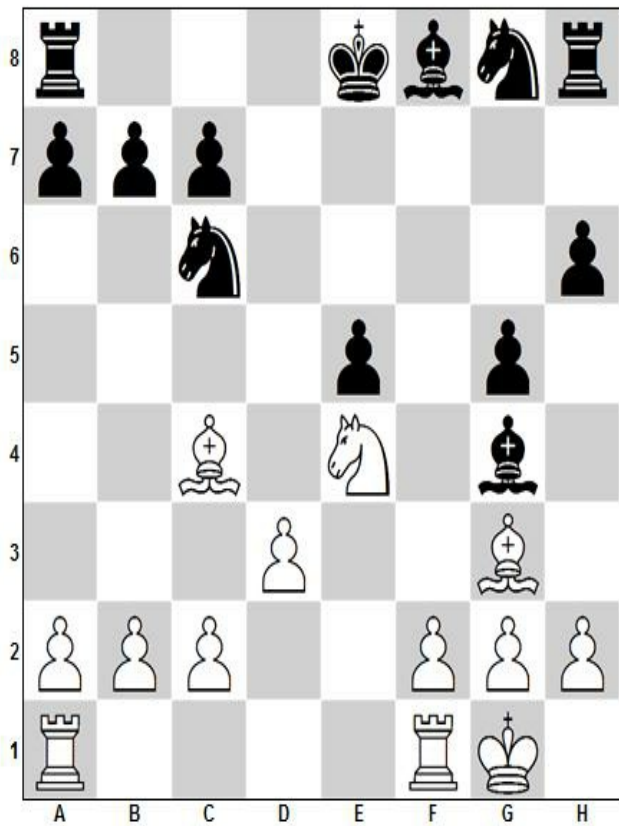
17.gxh4

(945) Black to move



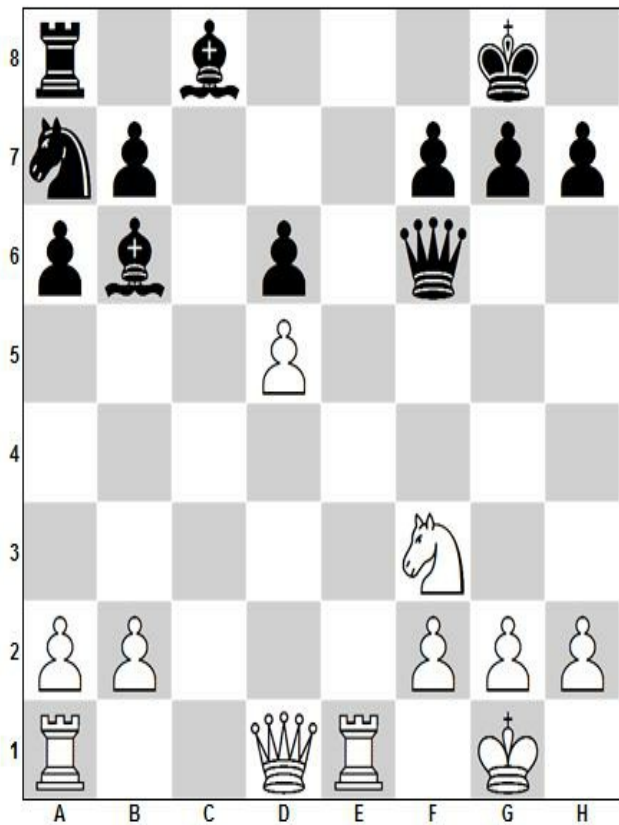
$47...Ne3+$

(946) White to move



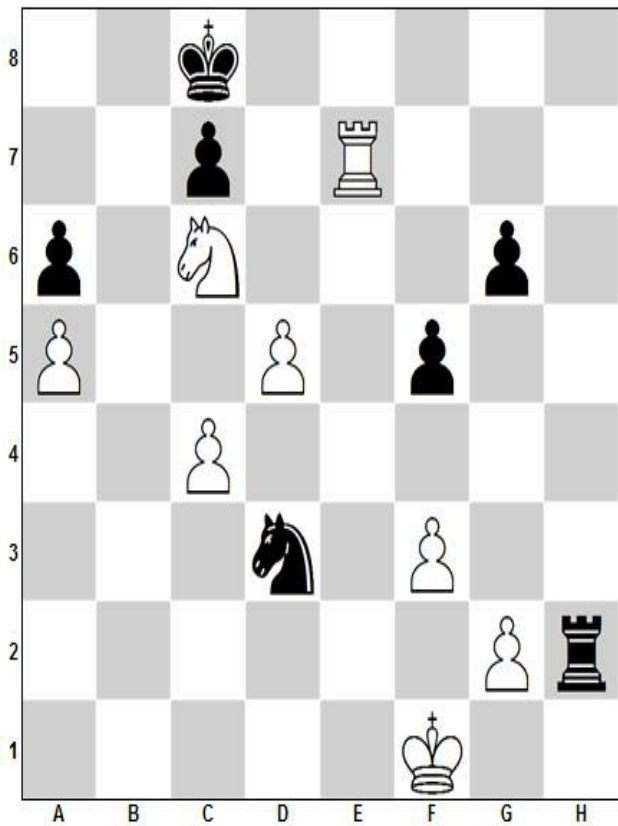
13.Bxg8

(947) White to move



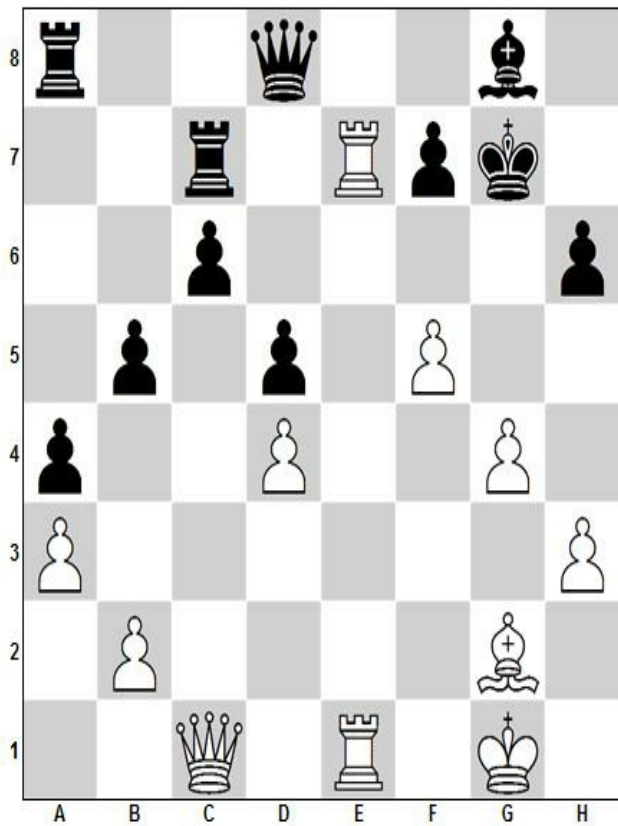
19.Re8#

(948) White to move



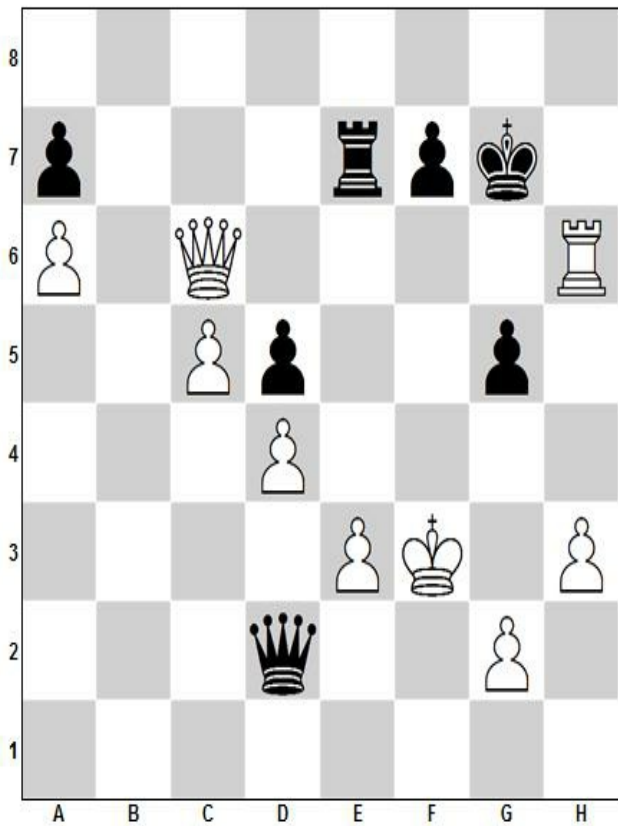
31.Re8+

(949) White to move



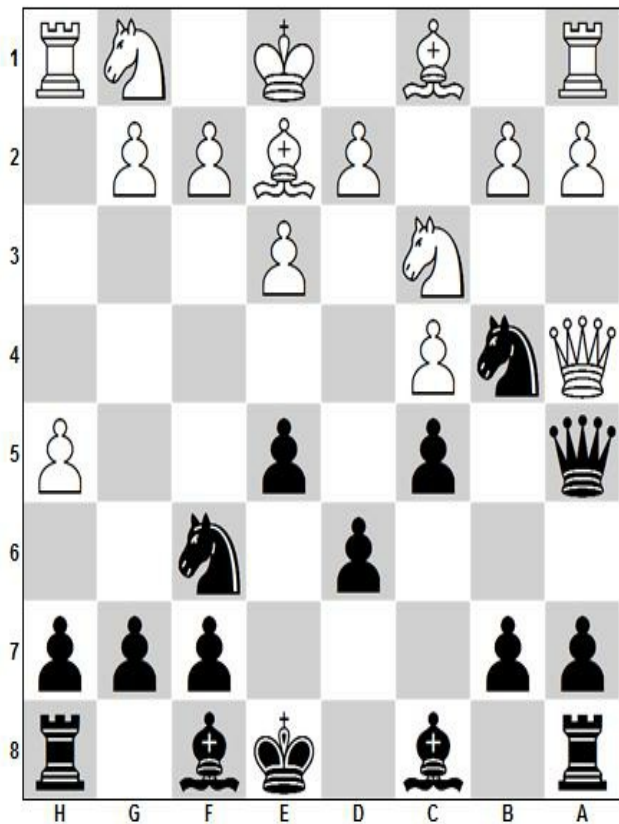
30.R1e6

(950) White to move



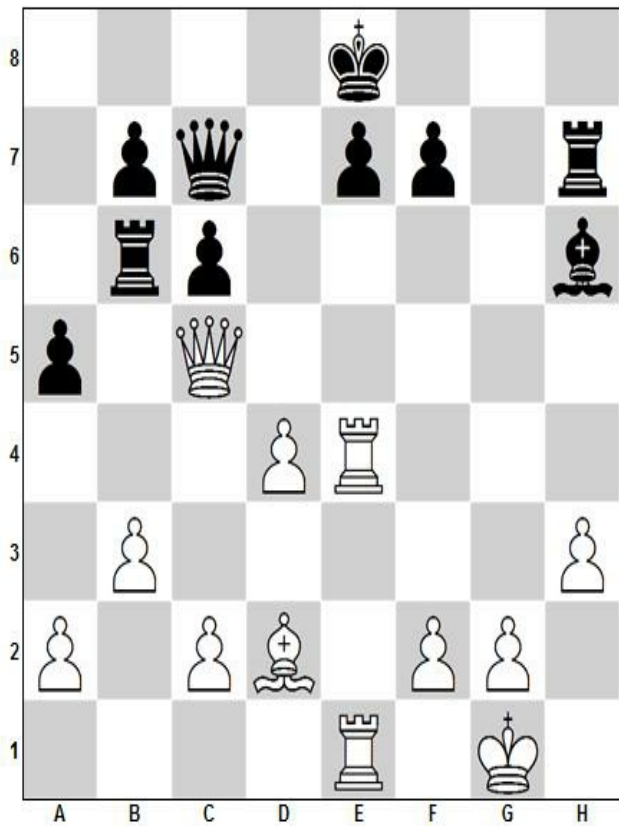
46. $Qf6^+$

(951) Black to move



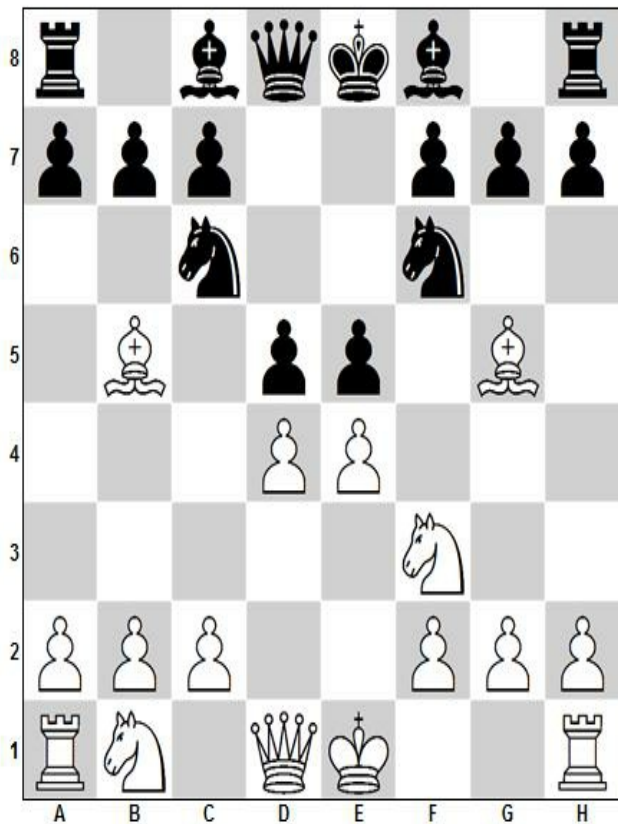
8...*Qxa4*

(952) White to move



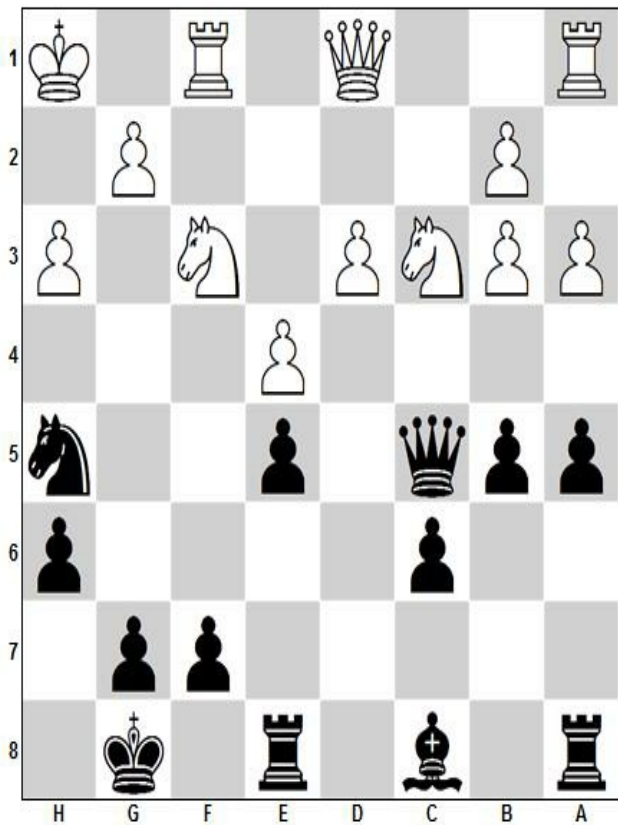
23. $Rxe7+$

(953) White to move



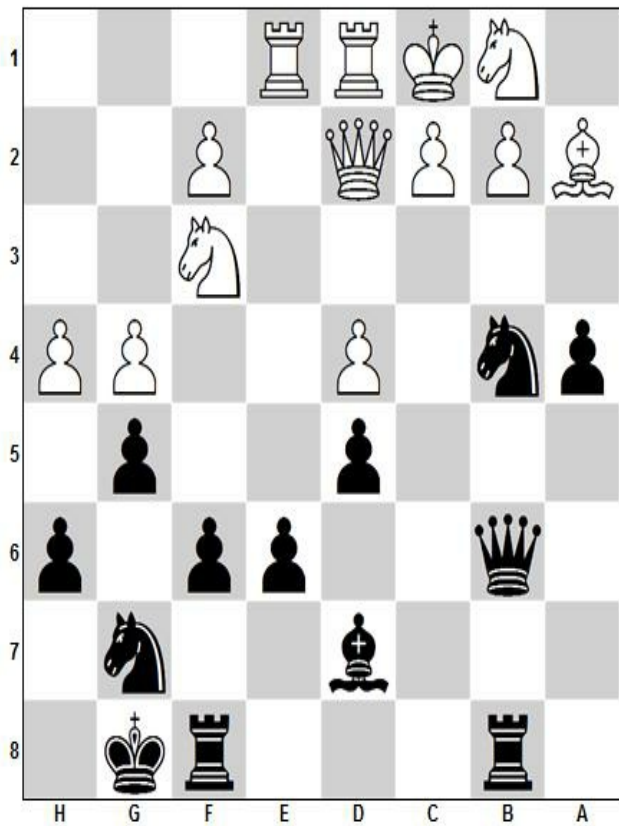
6.dxe5

(954) Black to move



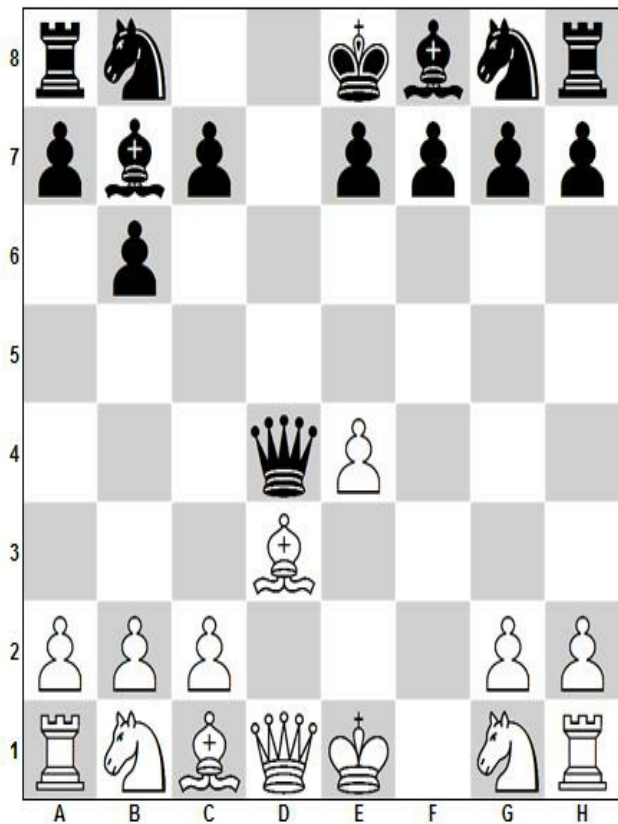
21...Ng3+

(955) Black to move



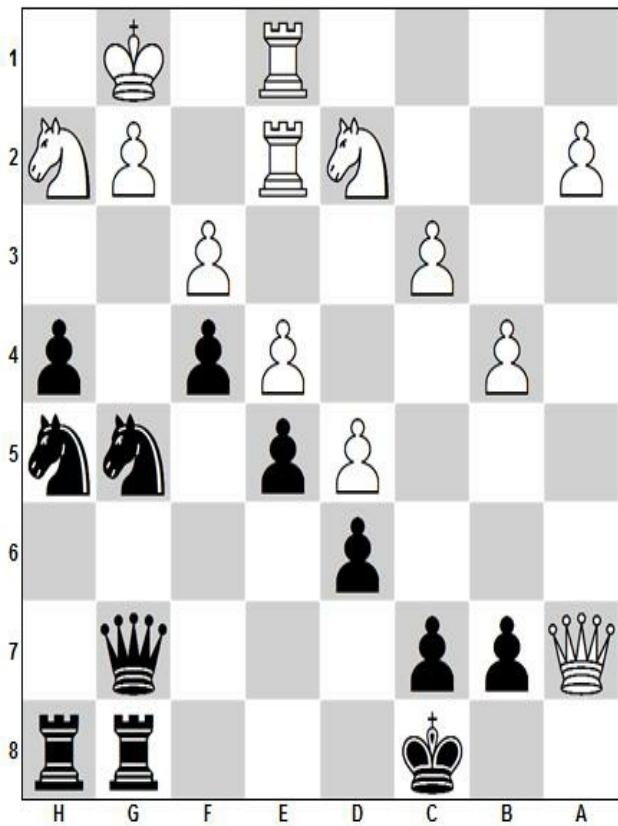
24...Nxa2#

(956) White to move



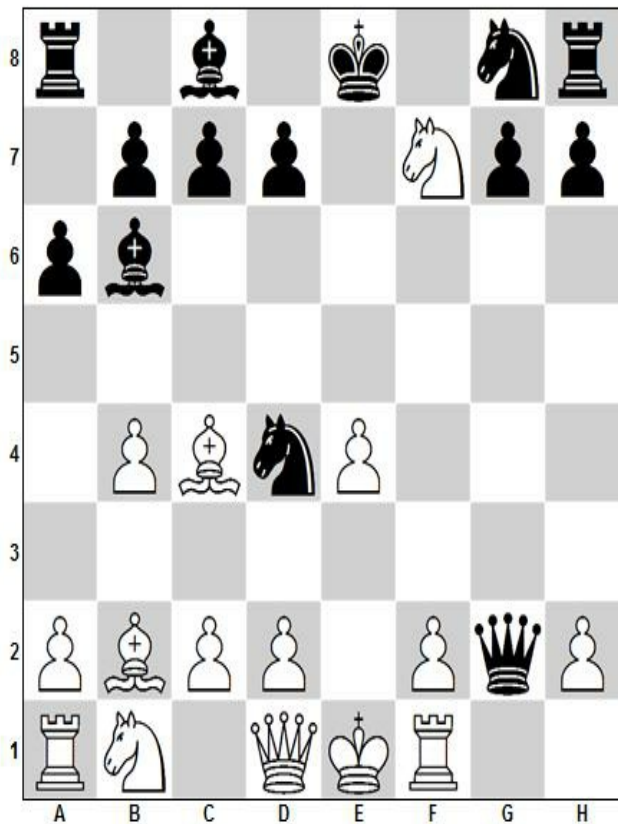
6.Bb5+

(957) Black to move



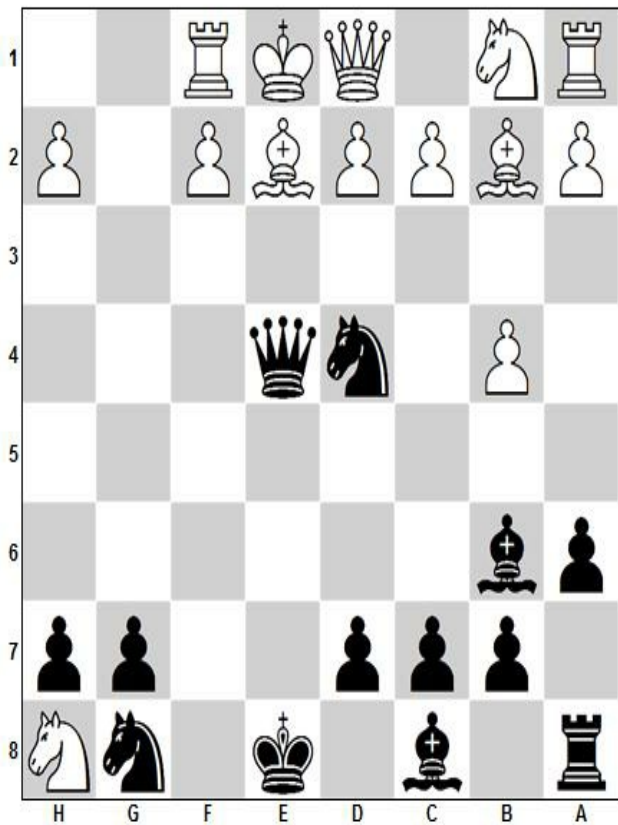
25...*Nh3*+

(958) White to move



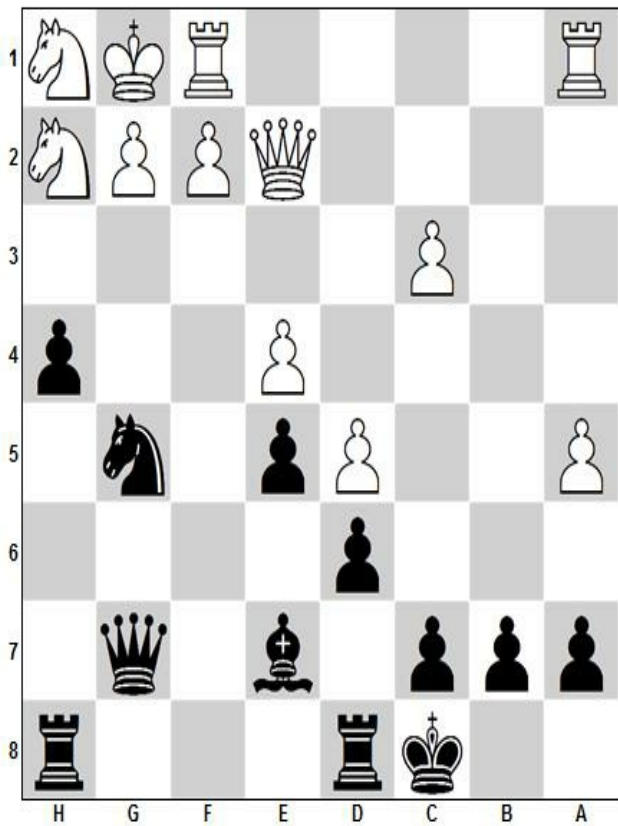
9.Bxd4

(959) Black to move



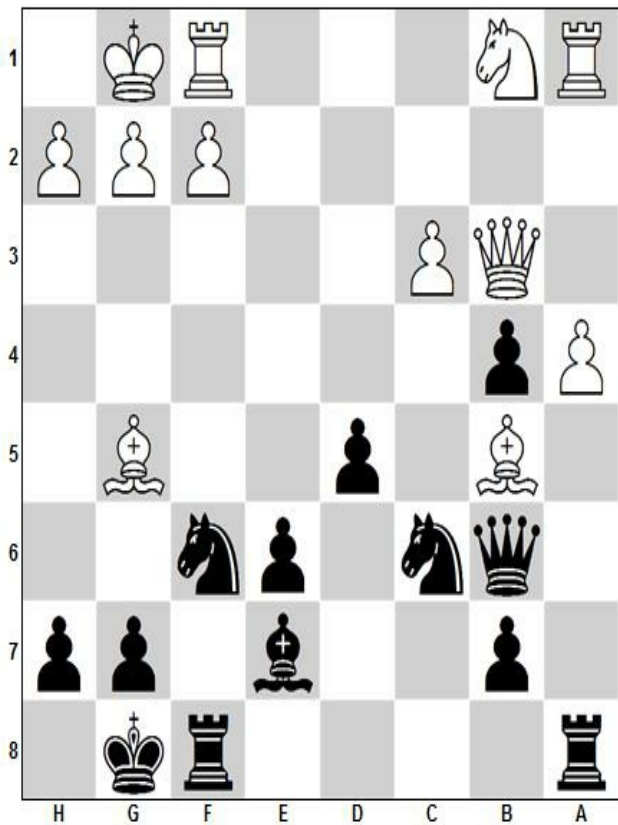
10...Nf3#

(960) Black to move



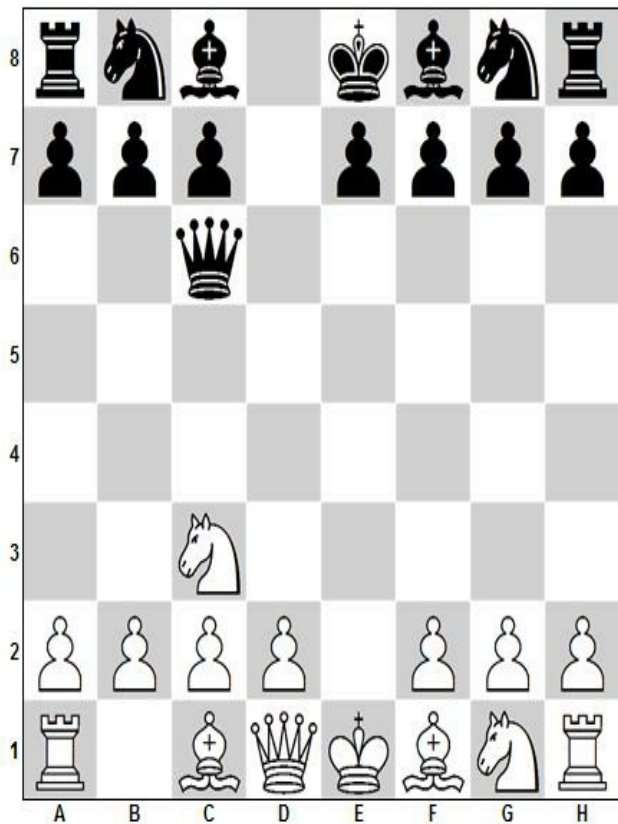
23...Nh3#

(961) Black to move



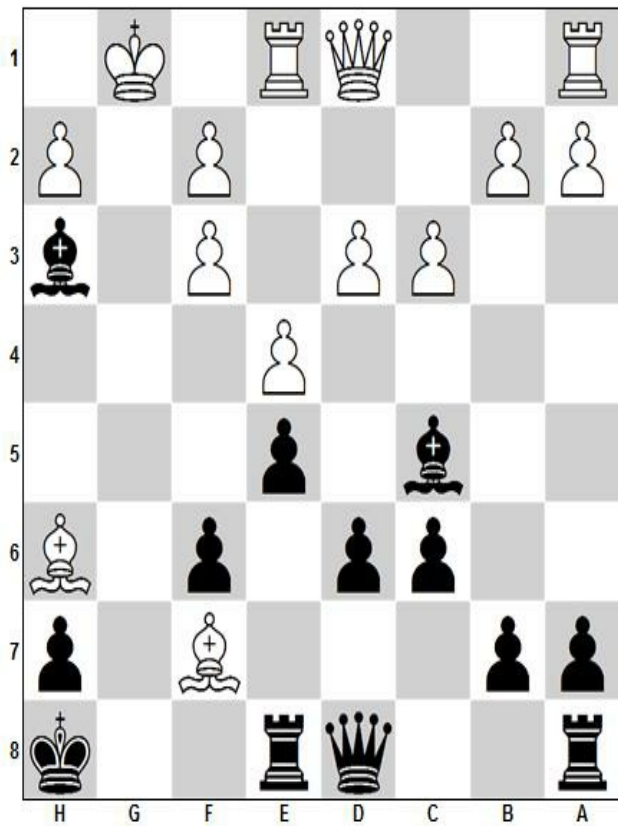
15...Ng4

(962) White to move



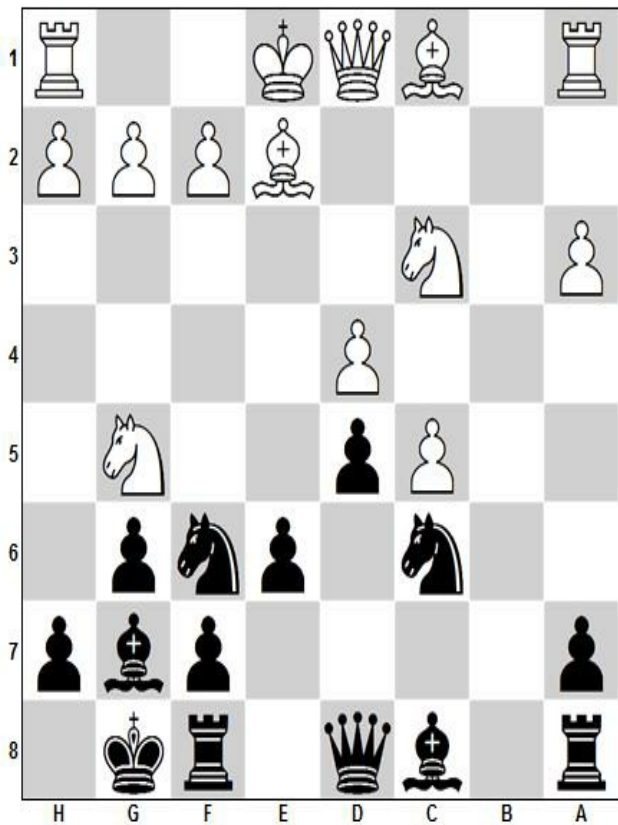
4.Bb5

(963) Black to move



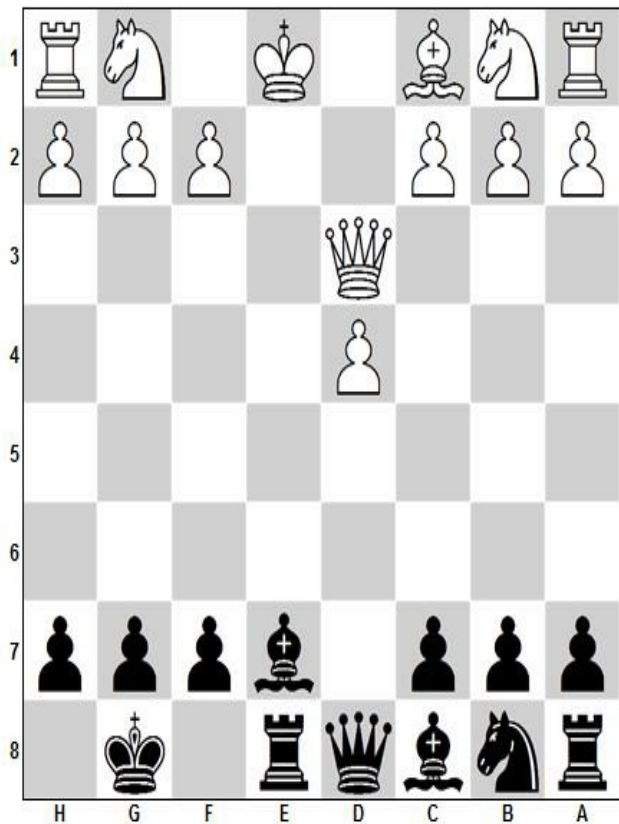
15...Rg8+

(964) Black to move



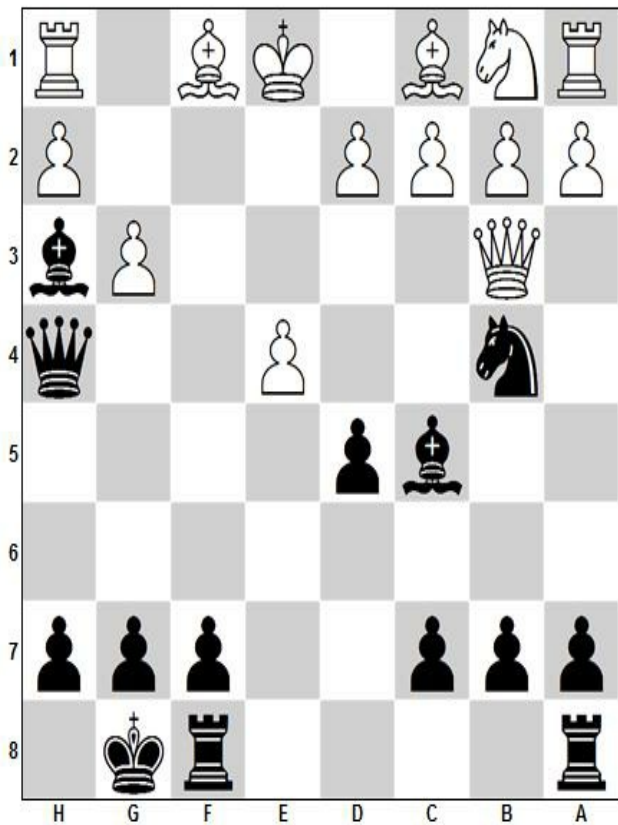
12...Nxd4

(965) Black to move



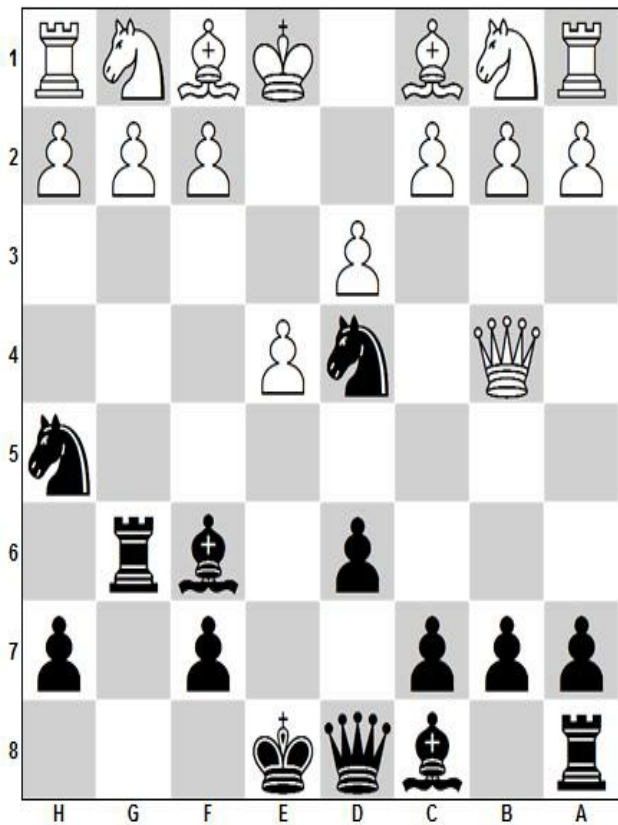
10...Bb4+

(966) Black to move



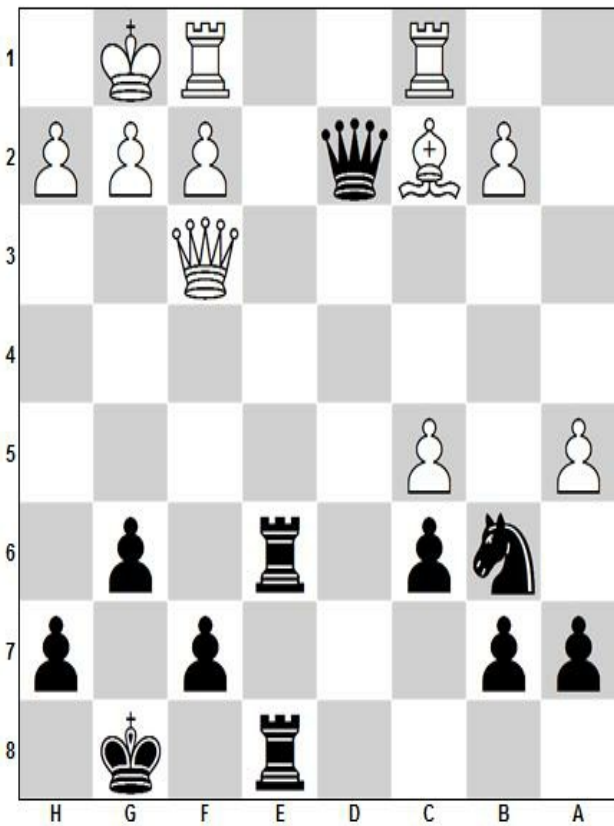
12...Qxe4+

(967) Black to move



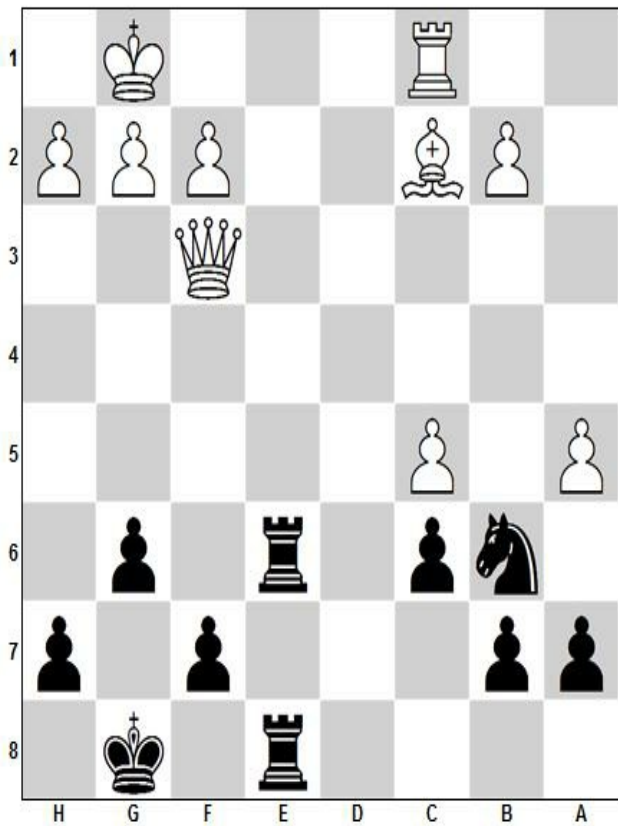
$11 \dots N_{xc} 2^+$

(968) Black to move



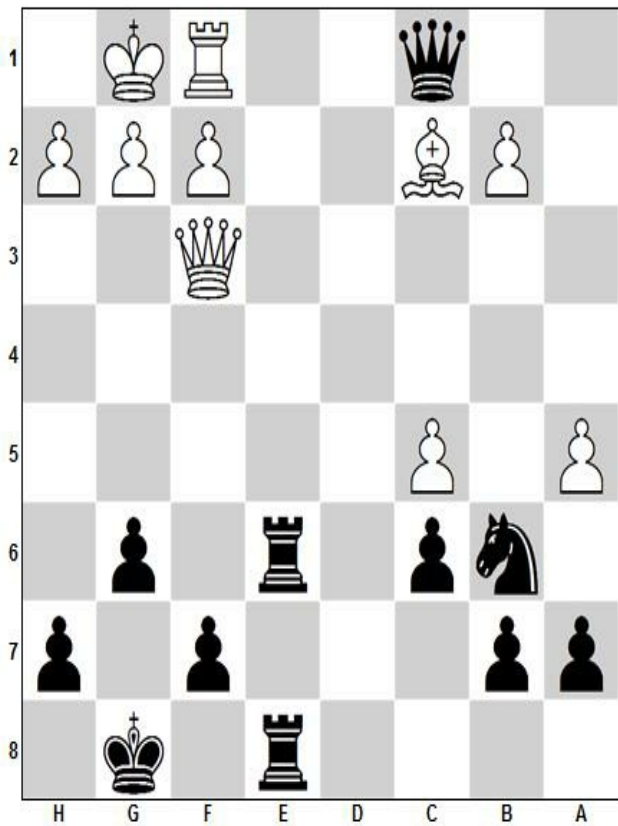
22...*Qxc1*

(969) Black to move



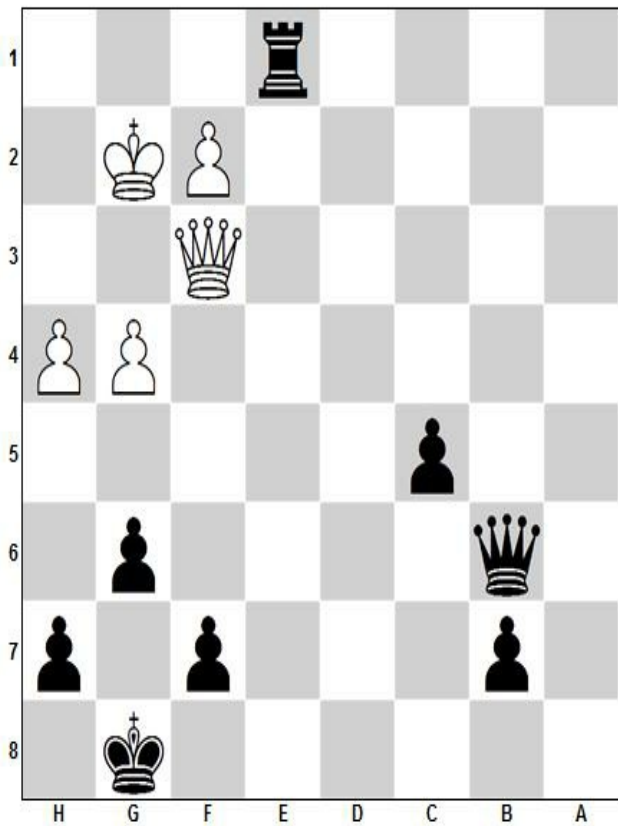
23...*Rel*+

(970) Black to move



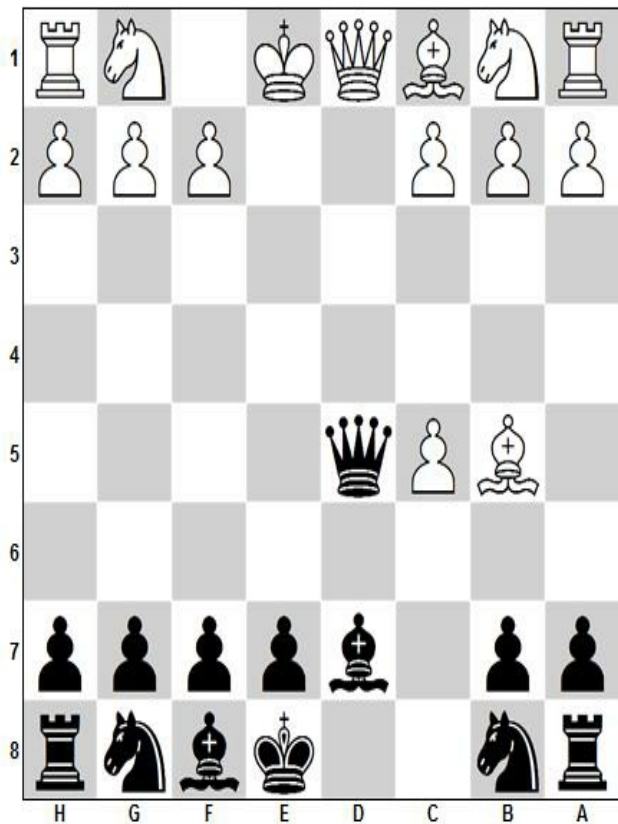
23... $Q_{xf1}+$

(971) Black to move



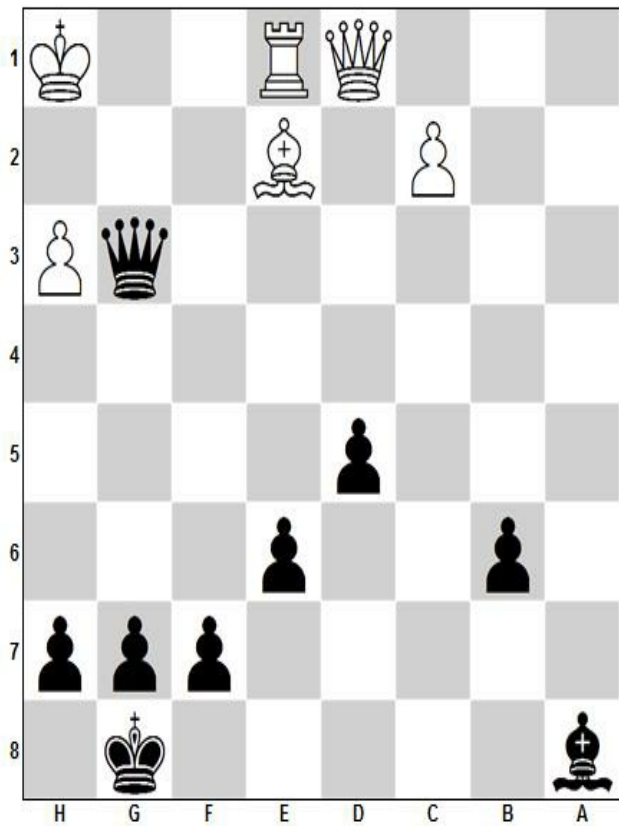
30...*Qc6*

(972) Black to move



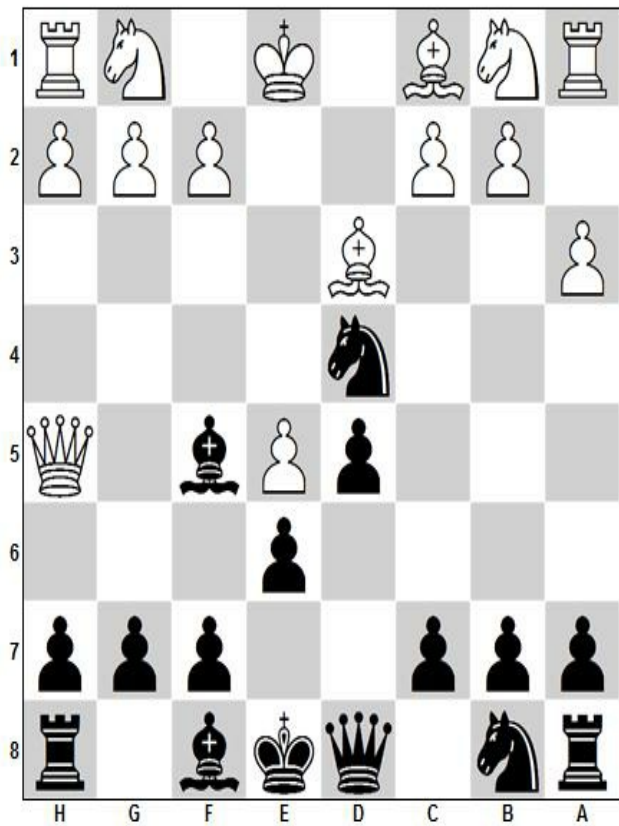
5... $Qxd1+$

(973) Black to move



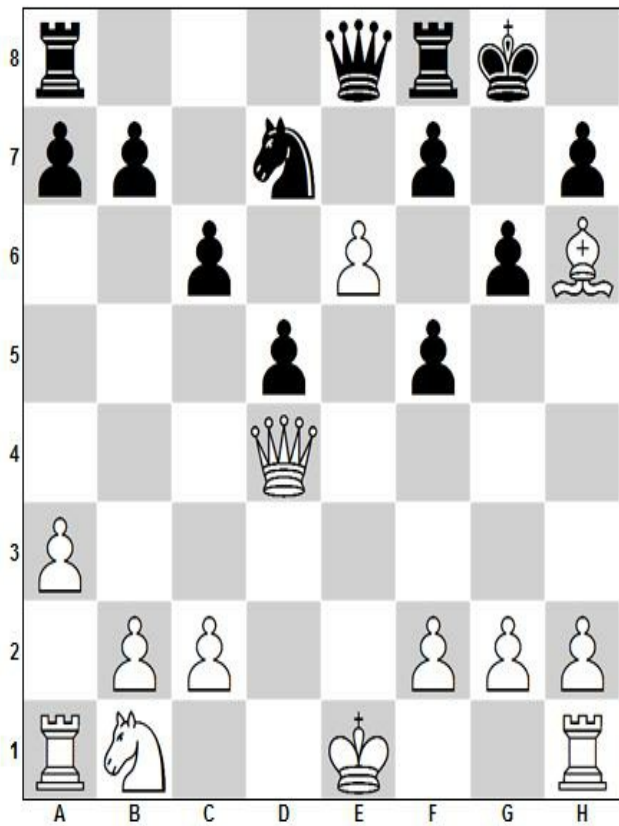
$24\dots d4+$

(974) Black to move



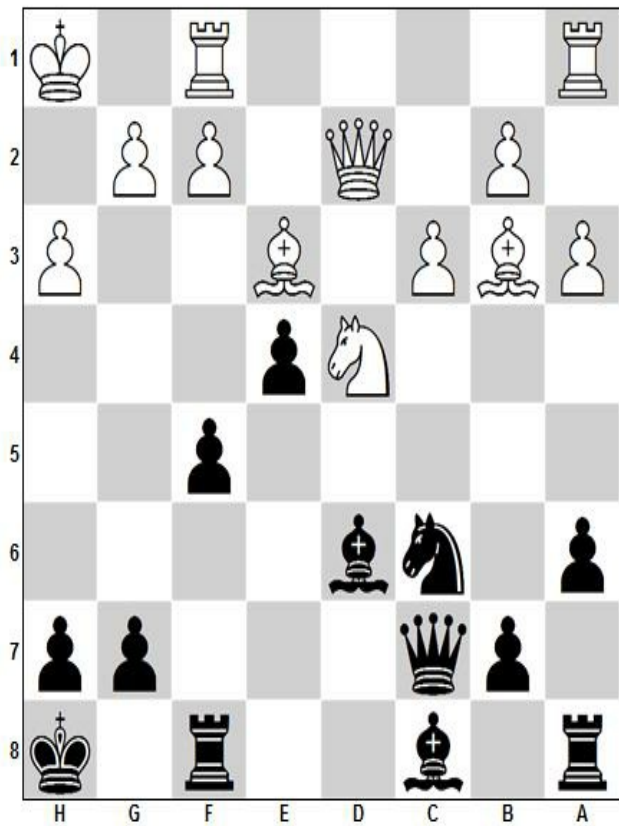
9...*Bxd3*

(975) White to move



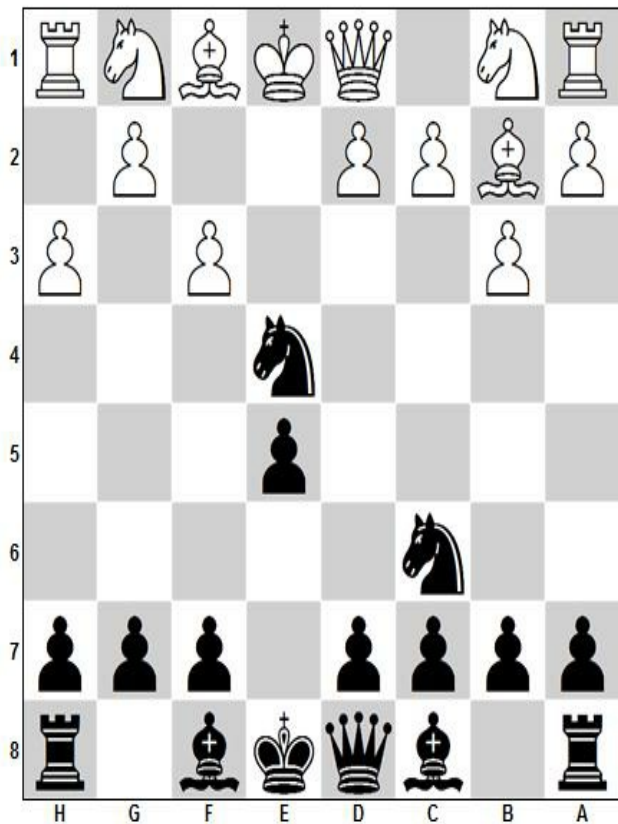
17.Qg7#

(976) Black to move



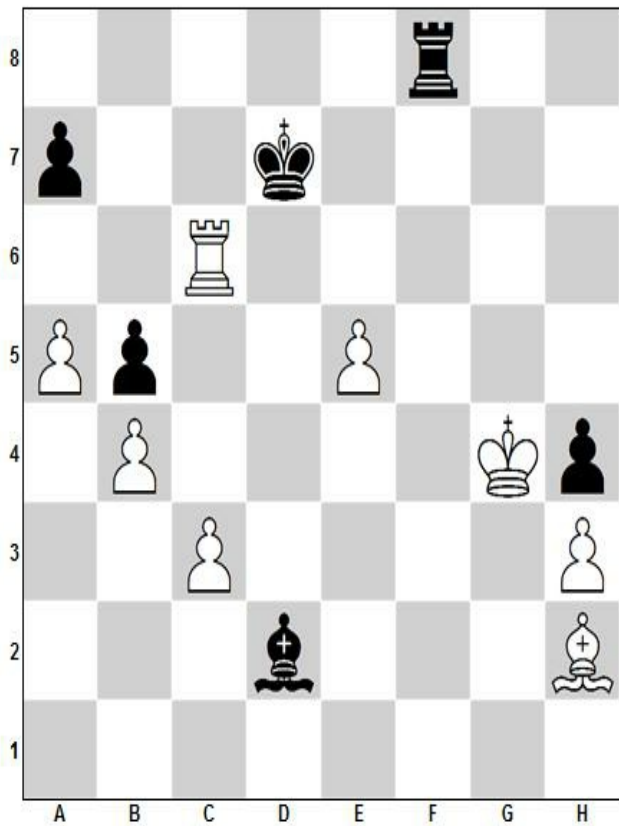
18...f4

(977) Black to move



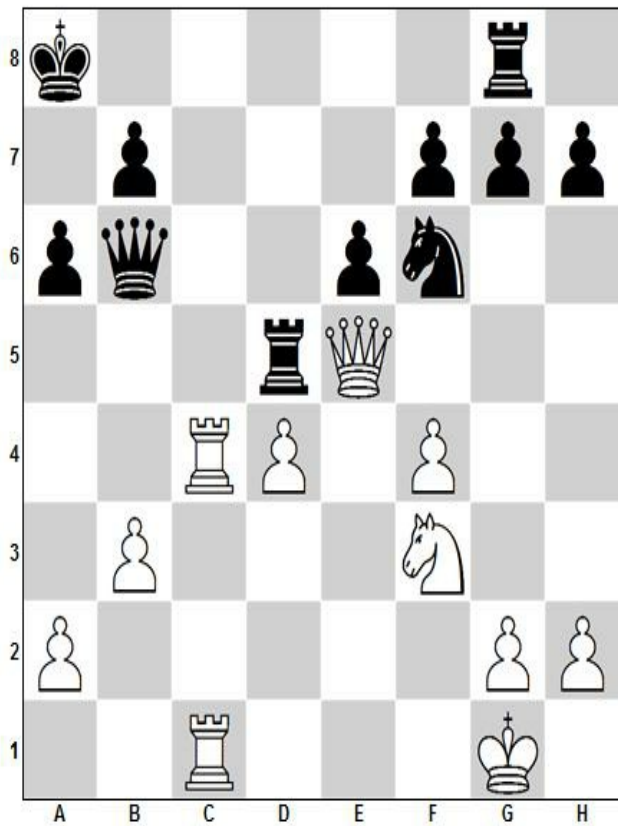
5...*Qh4*+

(978) White to move



47.Rd6+

(979) White to move



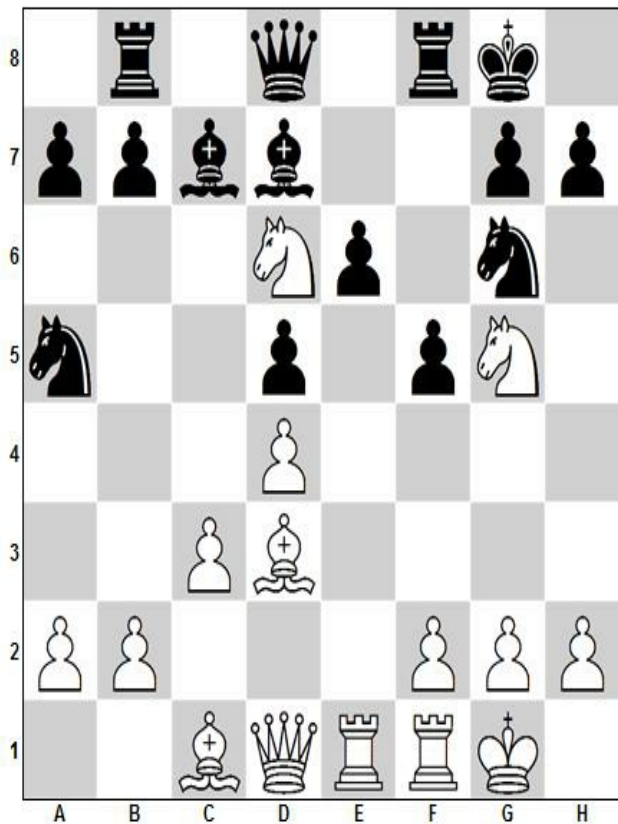
21.Rc8+

(980) Black to move



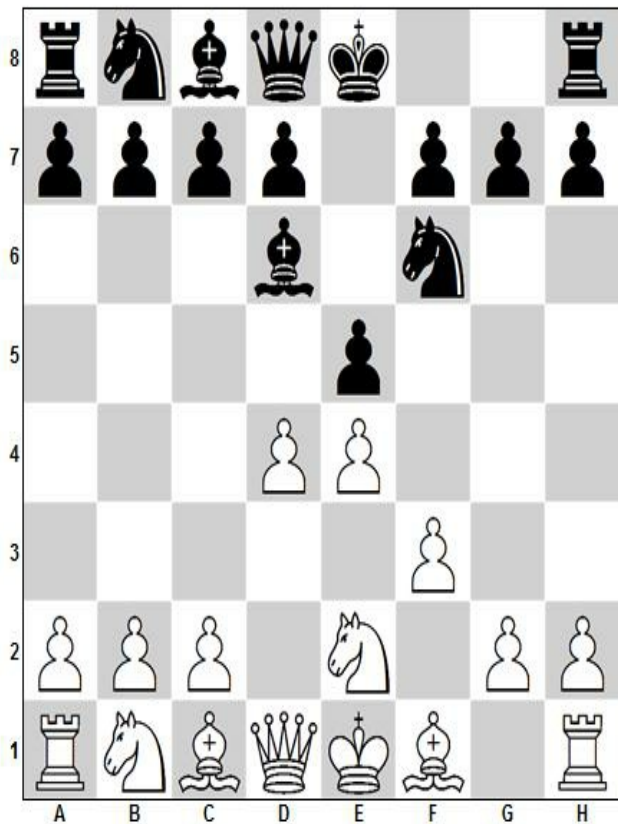
29...Nd2#

(981) White to move



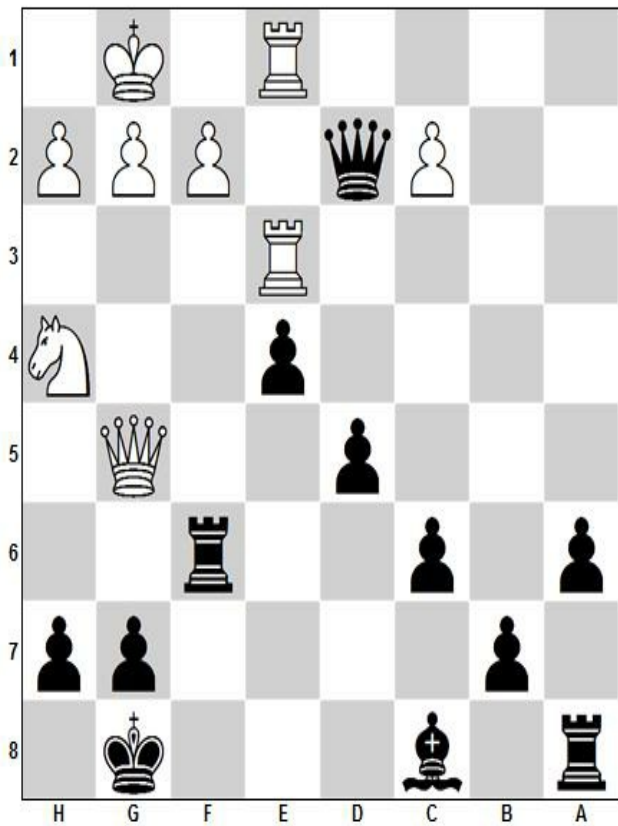
17.Qh5

(982) White to move



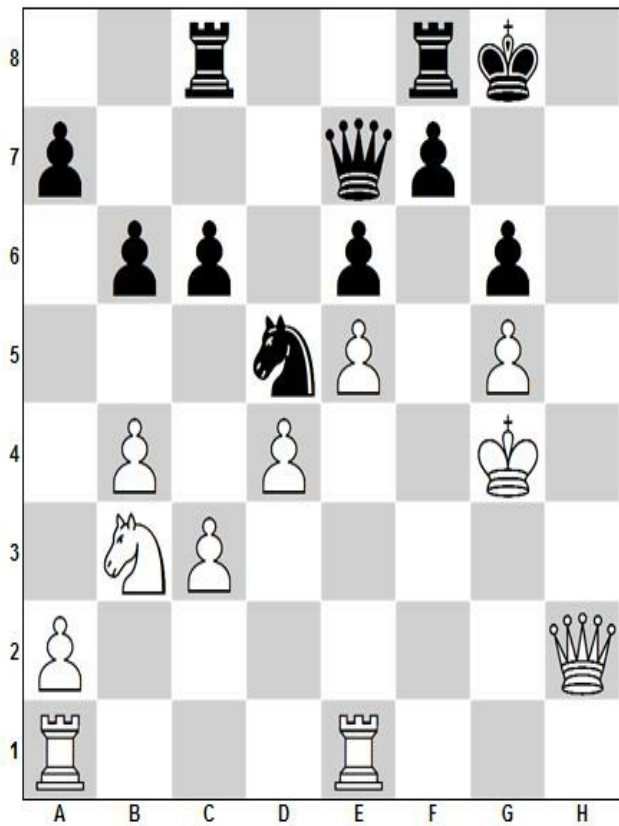
5.dxe5

(983) Black to move



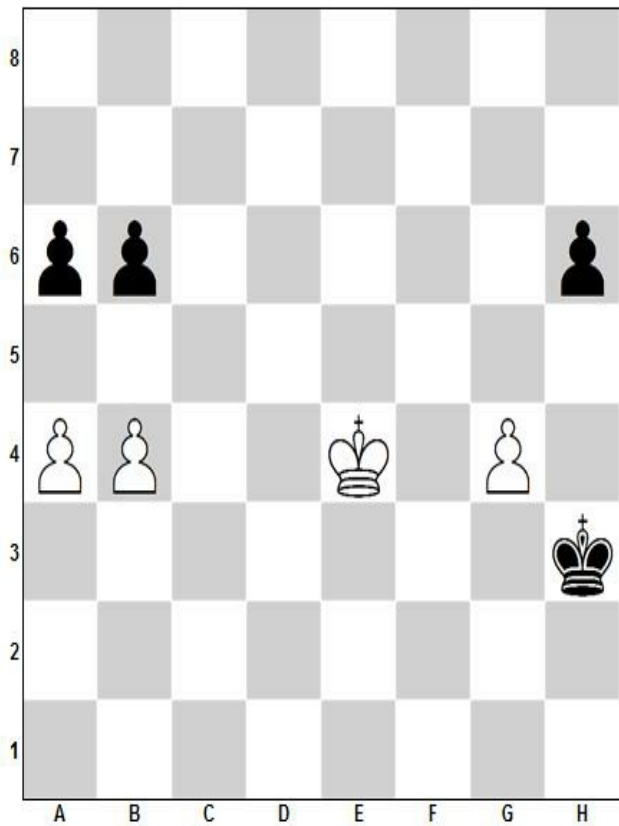
$23...Qxf2+$

(984) White to move



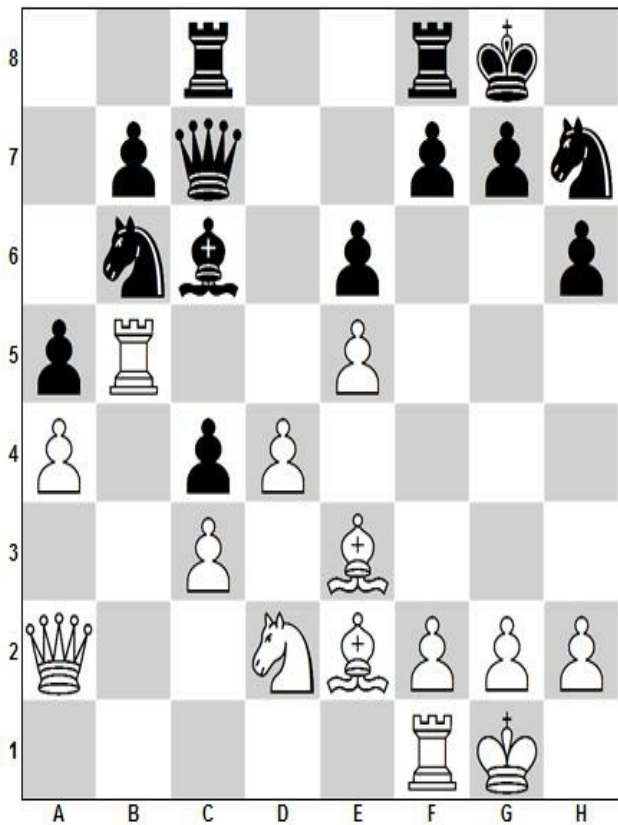
41.Rh1

(985) White to move



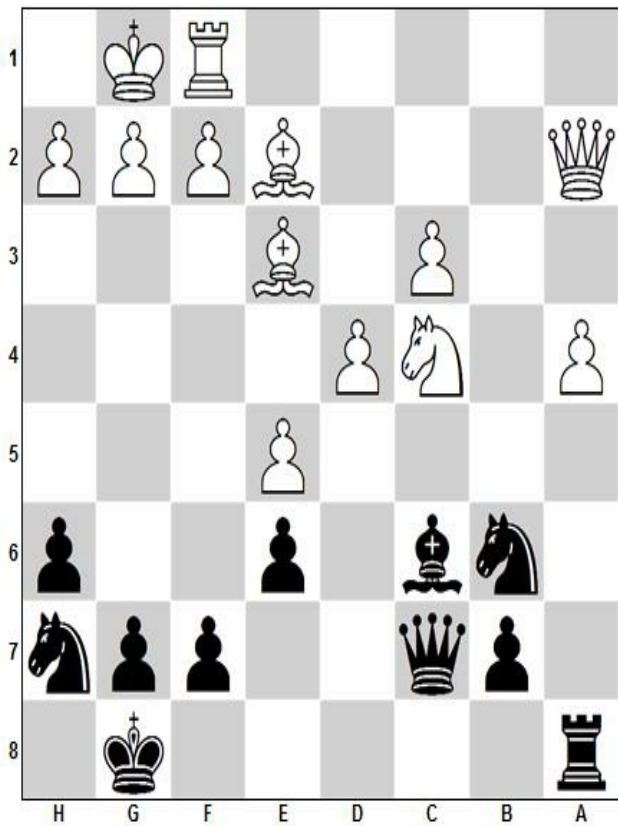
59.Kf3

(986) White to move



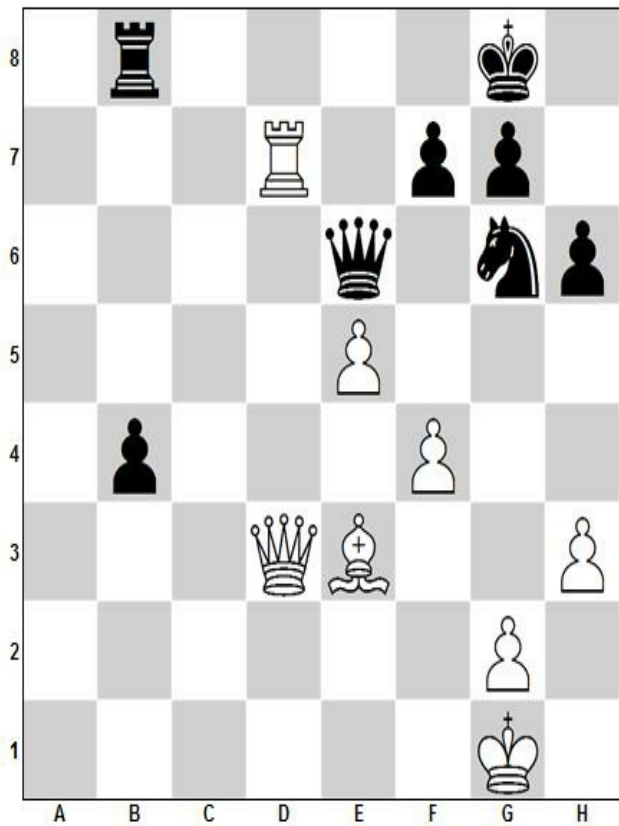
22.Rxb6

(987) Black to move



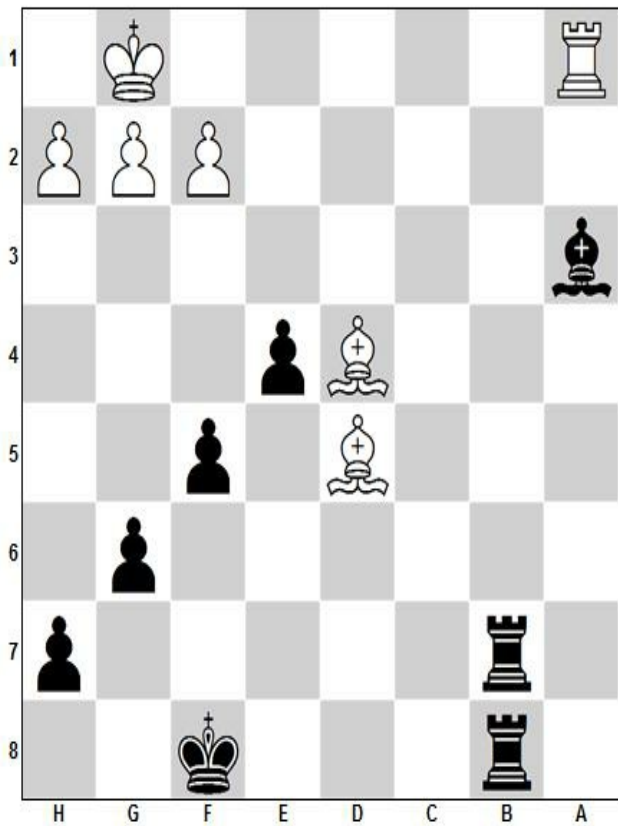
24...*Bd5*

(988) White to move



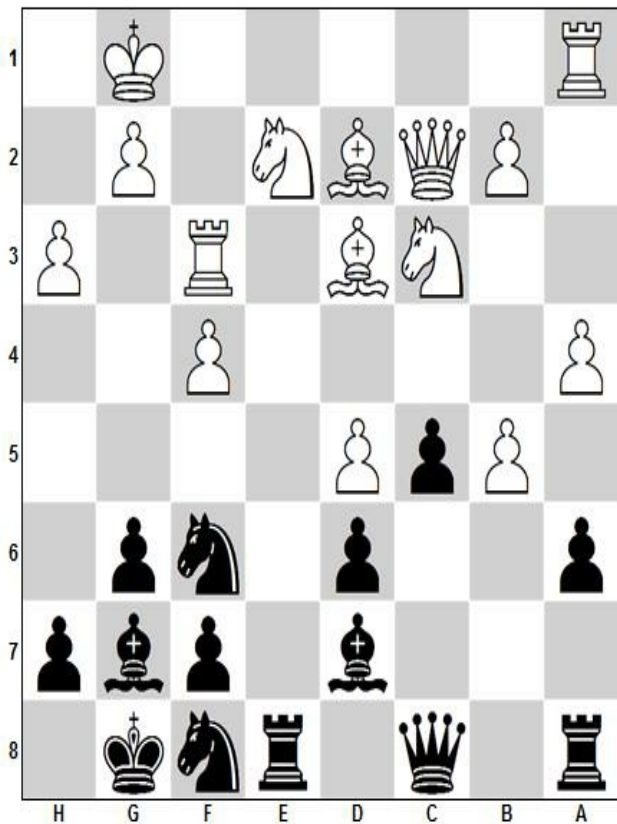
41.f5

(989) Black to move



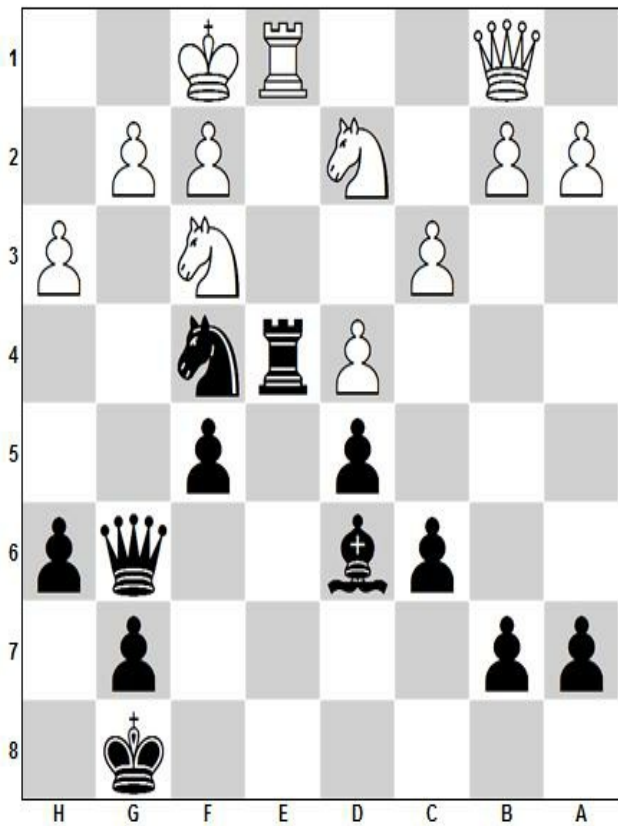
32...*Rb1*+

(990) Black to move



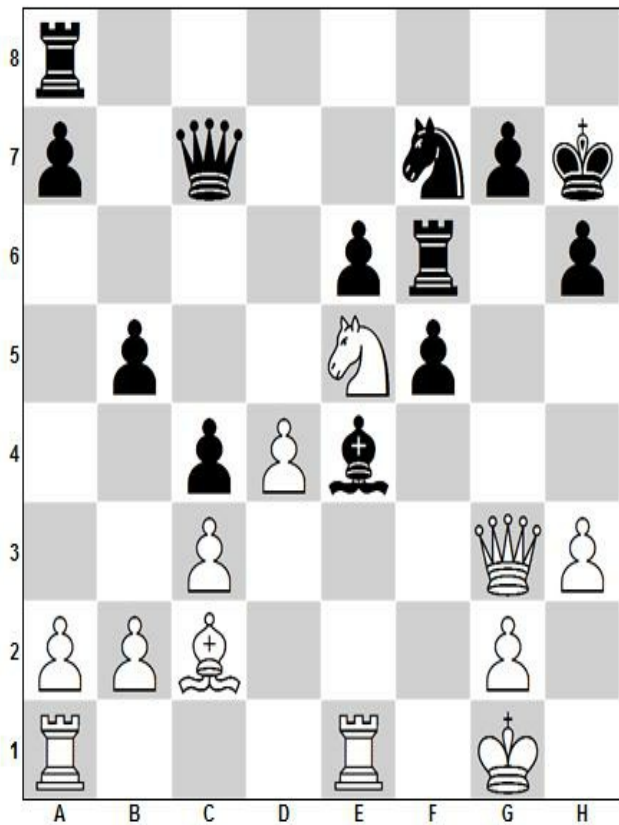
16...c4

(991) Black to move



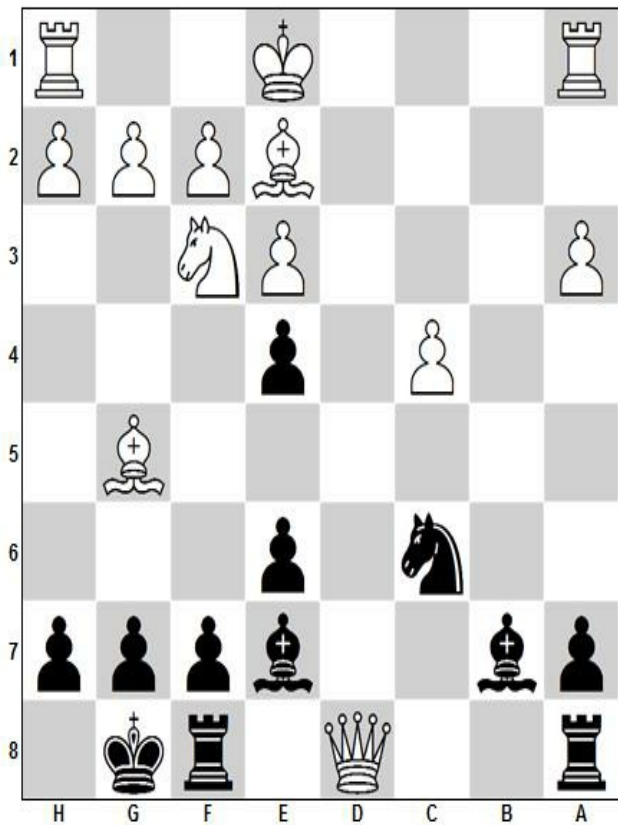
24...Qxg2#

(992) White to move



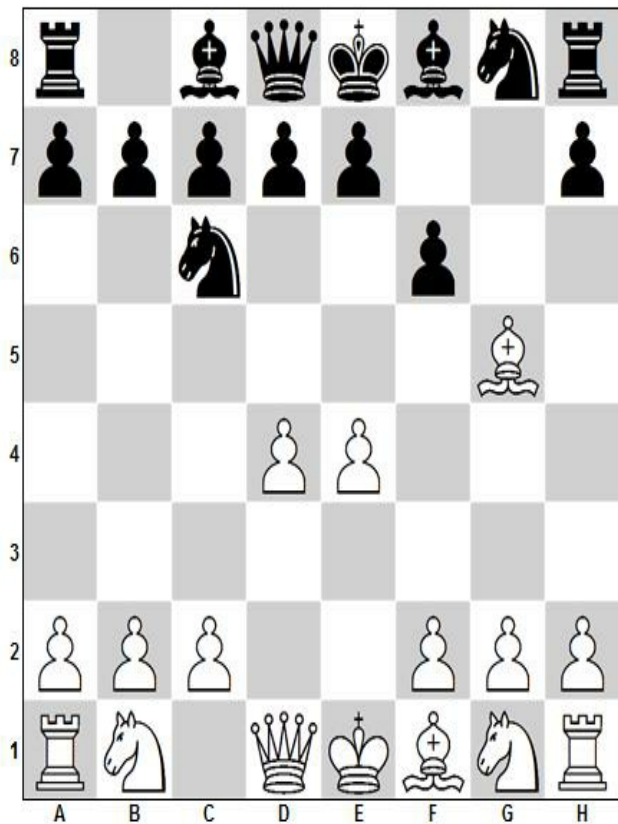
24.Rxe4

(993) Black to move



14...Bxd8

(994) White to move



4. *Qh5*#

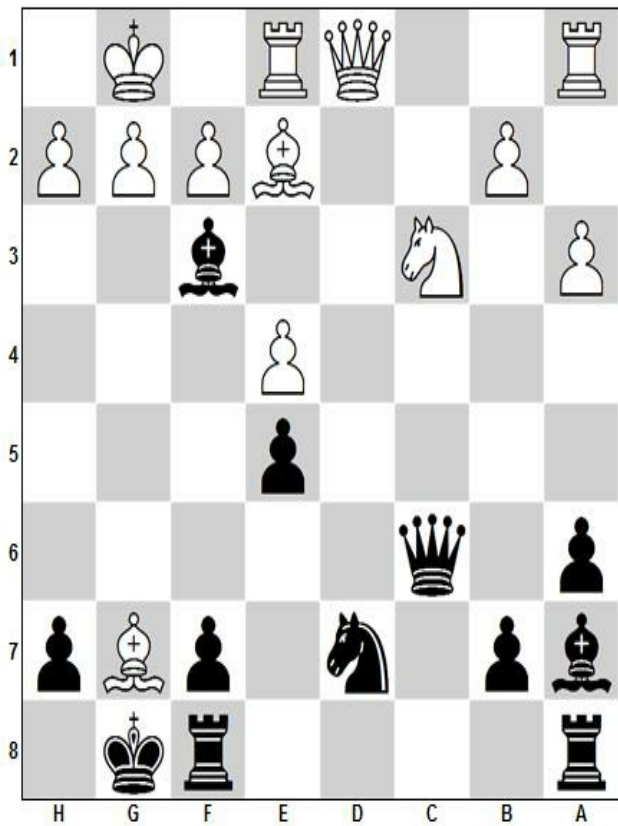
(995) Black to move



8...f3#

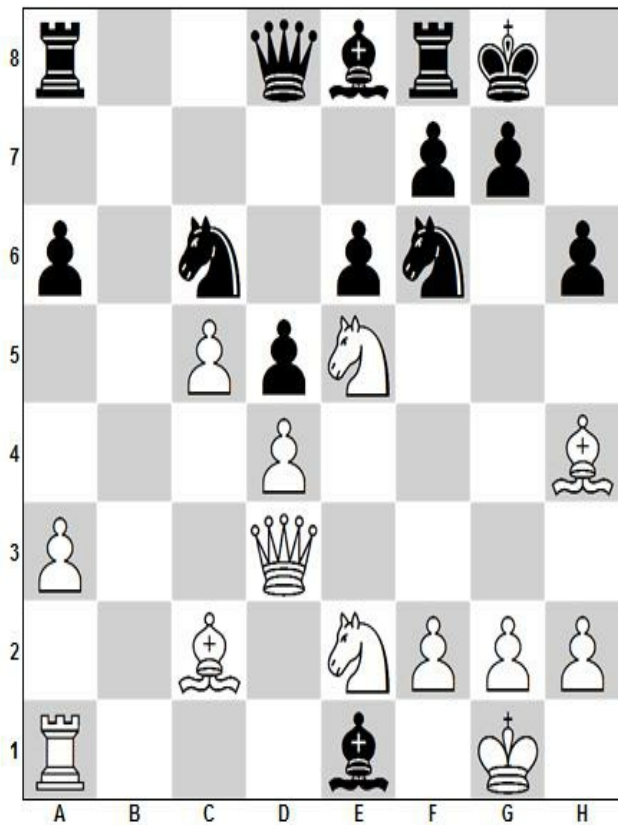
From the game Luck (1417) – Mutt N Stu (1628), King's Gambit (Thematic Tournament) III, Round 1, July 3, 2008.

(996) Black to move



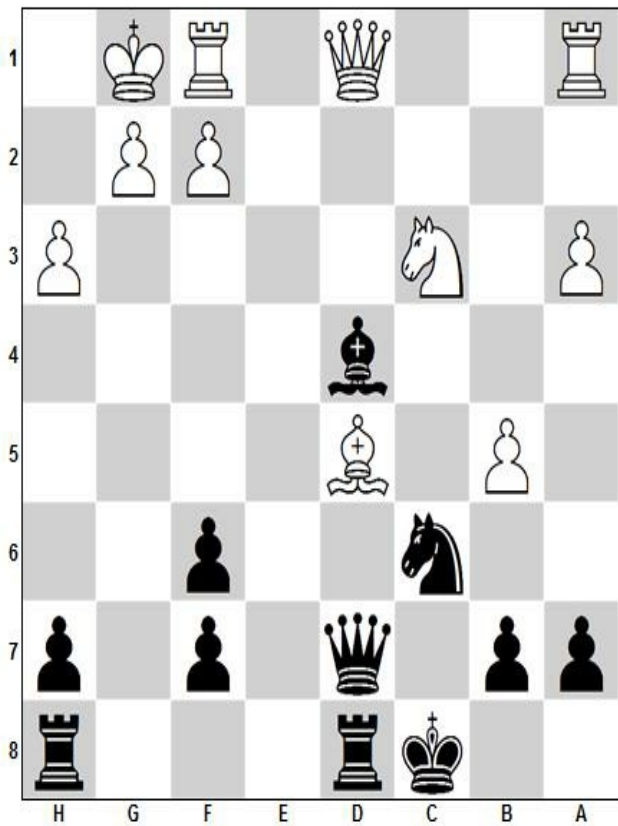
15...Bxe2

(997) White to move



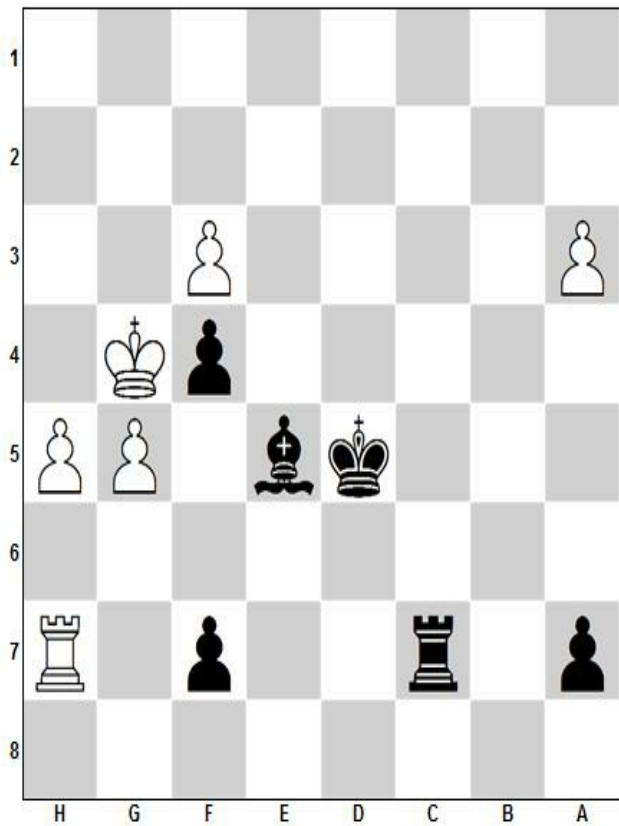
22.Bxf6

(998) Black to move



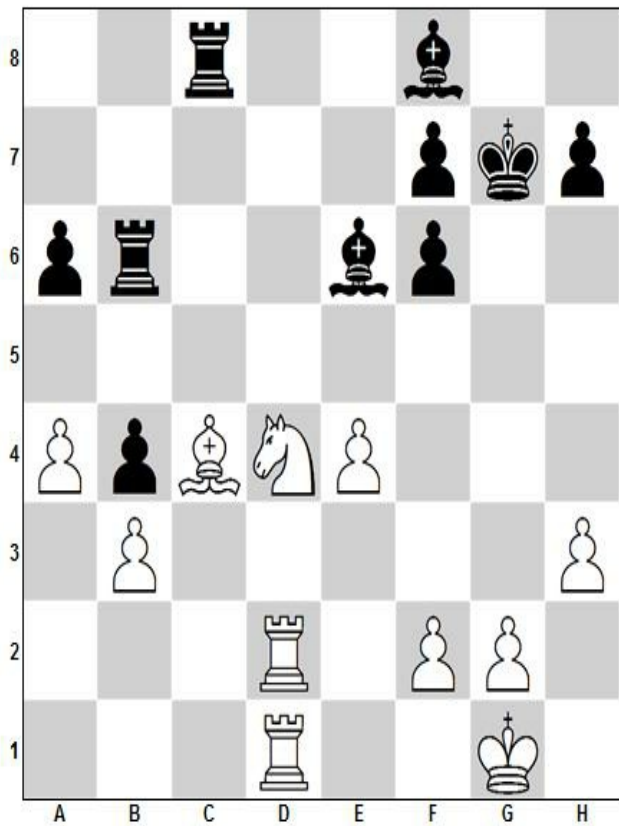
18...Bxc3

(999) Black to move



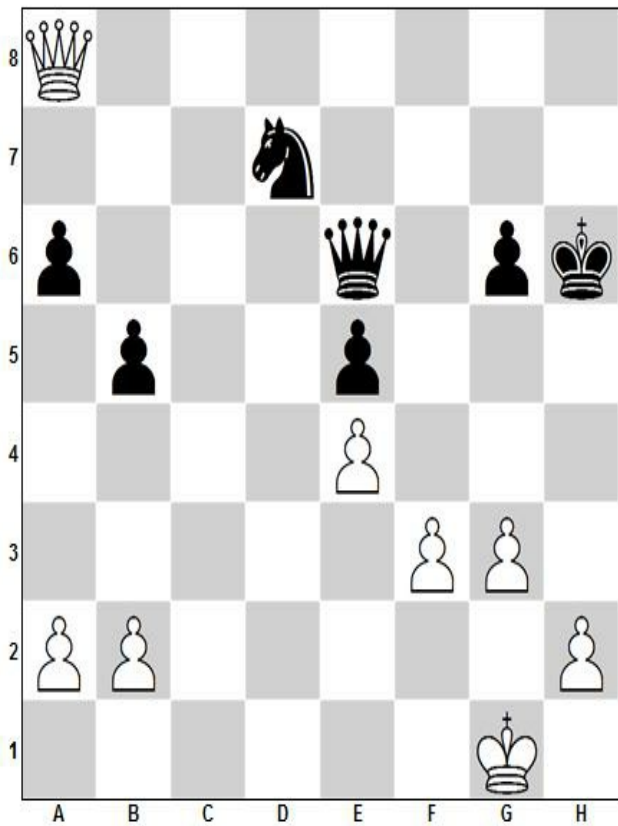
37...f5+

(1000) White to move



34.a5

(1001) White to move



38. *Qh8+*



Final Thoughts

Questions Or Comments?

We would love to hear your thoughts. If any of the problems were confusing we would be happy to help explain the answer. Email Tim at tim@tacticstime.com and Anthea at nth_carson@yahoo.com.

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